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COMMODORE USER

MORE GAMES REVIEWS THAN ANY OTHER MAGAZINE

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MASTERS OF THE UNIVERSE

PREVIEWS & COMPETITION

REVIEWED
TOMAHAWK
LEVIATHAN
SPACE HARRIER
CHAMPIONSHIP WRESTLING
C16 BOUNDER
C16 JET SET WILLY 2

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POKES SPECIAL

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Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure from cleverly-constructed traps of falling rocks whilst avoiding the fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused the Micro User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

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If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

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FEBRUARY



C16 Bounder — Screen Star

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ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS
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Letters

Top of the pops

I too, like Lee Woodlard, am amazed at the quality of the music which the Commodore 64 can produce. For example, *Mastertronic's* "naff" game *Master of Magic* has a brilliant soundtrack, I load it up just to hear the music!

I love *Firebird's* 'Micro-Rythm', and would have gladly have payed £10.00 for it. It puts games like US Golds *Legend of the Amazon Women* out in the cold.

Anyway, here are my top 10, tunes stated beside their games titles:—

1 *Scooby-Doo*
2 *Hyper-Sports*
3 *1942*
4 *Master of Magic*
5 *Commando*
6 *Fist I*
7 *180*
8 *Finders Keepers*
9 *Warhawk*
10 *Ghostbusters*

The worst tunes around must be on *Legend of the Amazon Women*, *Ninja*, *Kung Fu Master*, and *Spooks*.

Many thanks for such a great mag!

David Unacre,
Chesterfield.

Smart reply

I think your magazine is outstanding and very well presented overall. Unfortunately I think you emphasize too much on games reviews and not enough on handy programming hints.

I ashamedly have to admit that I do not get your magazine monthly, as it is like trying to get blood out of a turnip to try and bribe my newsagent into stocking it. Before you say anything about subscriptions, I would like to say that in Ireland money is scarce, unemployment is high, employment is low and I am not able to afford your subscription rate yet.

Hopefully! the next time, I make a lodgement in my bank, they will add on a few extra noughts. After all they don't cost anything.

Finally, I would like to say that anybody who outrightly cribs about this magazine, may find a nice message on Compunet for themselves.

Fearghal Pattwell,
Clonakilly.

P.S. I hope you put black print with smart comments under my letter as it never happened to me before.

Sorry we haven't got the space.

Hard cheddar

I feel I must write after reading some of the letters published in your mag. I have had my 64 for three years now and have watched the transformation of CU since it started. I think that CU



has got better over the years but I must say that you are turning more and more into a solely software reviewing mag. Don't get me wrong I like a few reviews but not in excessive amounts.

Now to the heart of the matter which is to express my feelings concerning the reviews. You get a lot of letters suggesting that they are fixed or that they are wrong. Many times you have tried to explain to readers that the reviews are purely personal preferences and don't go on how much the mag supposedly makes for printing good reviews. If someone writes in saying you got it wrong because when they bought the game they didn't like it, all I can say to them is tuff, you should have had a demo at the place you got it!

Anyway finally I'd just like to say on my knees of course that CU is so brilliantly amazing because you managed to produce the first and only map to the brilliant game FIST II. I managed to solve three quarters of it by myself, but I seem at one point or another to get swamped by at least ten or twelve men one after another. Very annoying and tiring, so try and get hold of some pokes.

L. Holness,
Whitstable, Kent.

Cheated

I heartily agree with the comments expressed by Messrs Fish and Underwood in your December issue. Like Mr Fish, I have also been a subscriber since the Vic Computing days and I still have many of the early copies as they contained many interesting articles on programming. It is sad to see the decline over the last two years or so to the games review magazine that has evolved. The change was very subtly carried out but the October issue was the last straw and I realised that you were no longer interested in catering for the 'serious' computer user.

There is obviously no reason to expect the situation to improve. The Editor 'yawns' at the thought of Your Commodore's excellent 3 in 1 program, a program to aid game creation! I suggest that the editor is only interested in computers as a gameplaying toy.

Another reader writes that Your Commodore must be getting hard up if they have to entice you with free games. What about the other two excellent utility programs on that tape? They are far more useful than some hints on how to crack a game. Which brings me to your Play to Win pages. If you must pander to the tastes of game players who like to cheat at a game, even if it is in their own home, then I suggest that you are encourging cheating at other levels of life and society. Surely there can be no satisfaction in accomplishing something by having cheated? Please don't quote Diego Maradona at me as I think that little cheat should have been banned for a year!

Commodore User should change its name to something more appropriate, like Commodore Gamer. R.I.P. Commodore User.

John Farrar,
Hayle, Cornwall.

Don't you think you're going a teensy weensy bit over the top? We've just gone from a computer magazine (not a very serious one by your standards we agree) to the cause of some awful social disease eating away at our country. Just because we encourage people to beat the games they buy with their hard earned money doesn't mean we agree with dishonesty or deceit. If you define cheating as 'seeking to gain an advantage' it would be difficult to see how you could gain an advantage over an inanimate object. Besides it's only a game — football as Bill Shankly pointed out is much more than even a matter of life and death. You earn our Richard Head of the month award.

Diskusted

I am writing to you to express my rapidly increasing anger and frustration with Britain's supposed premiere software house, I'm sure that it cannot be a feeling that is unique to myself.

What really narks me are the games that are butchered and hacked in the transfer from disc to cassette. The sad truth of the matter is that in many cases this practice is just a short, sharp money making exercise and is nothing short of exploitation.

Fair dos if a game can be taken from disc and made into a *playable* multi load game then all well and good. Recently, however I think that quite a few of U.S. Gold's products have been rushed (and I

Star Letter

Revolution, yeah!

I've noticed that the Ed treats the staff of CU very badly (by paying low wages) and sometimes can be a right pain, so I would like to make a new film called "The rise and fall of the CU Ed".

The plot would be like this. It's a normal day in the CU office, the staff are working their brains out while the Ed is sitting in his leather chair puffing away at his cigar. Then the Ed calls a member of staff (no names mentioned) and decides to fire him. As this certain member of staff starts to pack away his things the CU office revolts against the Ed and ties him to his chair and then does the worst thing possible, they show him a copy of ZZAP 64 (who would want to buy that junk) and then they rip off his gold plated Editors badge and pawn it. Peace is back in the CU office and the Ed becomes the caretaker.

THE END

(Do you think I could win an Oscar for this.)

Nadeem Mustafa,
Oxford.

No — Ed



Star Letter

mean really rushed) into the shops before the job of finishing them had been completed.

For instance I bought *Ace of Aces,* what a brilliant looking game I thought to myself. Indeed it would have been if there had been any fighter planes to shoot at. I soon got fed up of flying around until I ran out of petrol in "practice dogfight" mode, oh well, I thought, must be a duff tape. However after I had exchanged the tape twice, both with the same dissapointing result I began to think that it may be a duff software house.

Another rushed game must be *Movie Monster,* the instructions included tell you how to change your options for the game if you are using a tape, then right in the bottom corner you find a cheap looking little sticker telling you that you can't change your options unless you are playing the disk version!

But what about this one to cap it all. My mate is a bit of a strategy freak and he bought the cassette version of *Vietnam,* when he came to save his game he got a message on the screen telling him to insert disk!! according to U.S. Gold the humble C2N has some hidden capabilities.

Other wastes of time are:— *Silent Service* (so bugged up it crawls away when you put it down) and *Dambusters* (the case of the vanishing screens).

Incidentally I finally sent my copy of *Ace of Aces* off to U.S. Gold by recorded delivery asking them for a working copy. That was over a fortnight ago and as yet I have heard nothing, perhaps they can't find a working copy!!

I was thinking of writing to Zzap (to which I am a subscriber) but seeing as they seem to be hand in glove with the afore mentioned software house I don't suppose my letter would have stood much chance, do you?

Nicholas Smith,
Clowne, Chesterfield.

US Gold have a habit of putting out dodgy cassette versions of games which run excellently on disk. They often send us our reviews on disk for that reason so we have to try and find out how they work on cassette. Until someones produces an efficient way of accessing from tape, or of holding more data in memory it's difficult to see how this can be avoided. Nevertheless if your after sales service treatment is anything to go by something must be done quickly to improve things. The short term answer is, if you can, get the game demoed before you buy it.

Rescued

● I normally never thoroughly read your 'Commodore User' magazine until a few months ago when my friend showed me the 'Valley Rescue' service. I didn't expect to receive a reply but all the same I still sent them a letter. Imagine my amazement when I received the answer to the puzzles I sent them only a few short weeks later. What I'm trying to say is that you and the rest of the people there did a marvellous job creating the 'Valley Rescue' service. One thing is for sure, the Commodore User's readership has just increased by one.

Nazeer Ahmed,
Brunei.

If you count the Ed's dad that makes two.

Burnt offering

● I have been buying Commodore User from November only and already I love it. Previously, I used to buy Zzap 64. I have 14 issues (actually, I had 14 issues; I burnt them after reading the November issue of CU). I have no regrets for burning them. They would have rotted anyway. At least now I have space for all the CU's I am going to buy. One of my friends showed me an issue of CU and I am grateful to him for that. I liked it so much that I vowed never to buy any other magazine except CU.

For one thing, CU has variety. It caters for the readers of all ages and has a few pages on business, art, musical software and, of course, reviews. The reviews are absolutely brilliant. I like the Play to Win section. It is really superb. I also like the editor's side comments *(who me? Scooby Ed)* it adds a bit of humour to this already fabulous magazine. I will compel my friends to buy CU in future.

Paka Swilin,
Ahmadhi, Kuwait.

Don't compel them, ask them nicely.

Ten out of ten

● Firstly I would like to say what a fantastic mag Commodore User is. Play to Win is brilliant and Screen Scene is great. But, unfortunately I do have a few complaints.

I have been buying Commodore User ever since I bought my 64 (March '86). During this time I have never seen a game get an overall mark of 10 in your reviews. Many games have been awarded 9's, *(1942, Druid, Green Beret, Spindizzy, Star Quake, Gauntlet,* etc, etc, etc) but never a 10. Have your reviewers got something against giving games a 10? Or are they saving it for an absolutely fantastic megagame?

My second complaint is that when I was reading the December Issue of CU you stated that in the next issue (January) you would have reviews of *Knucklebusters* and *Shaolin's Road.* When I bought the January issue I eagerly looked for these reviews, but were they in the mag? Not a sausage! What makes it even worse is that there was no mention of why these games were not reviewed.

My third point is more of a question than a complaint. In your review of *Terra Cresta* (January '87) you stated that the game was by Ocean, whereas the advertisements stated that the game was by Imagine! Please do not keep me in suspense any more, is *Terra Cresta* by Ocean or Imagine?

Costas Leanitis,
Mitcham.

Terra Cresta is by Imagine — our mistake. Yes another mistake so don't b**y**

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters

well write in and tell us! We've not seen anything worth a ten yet. Knucklebusters and Shaolin's Road weren't ready for that issue. Sorry again. Oh, God we're so sorry (is led away snivelling into his handkerchief).

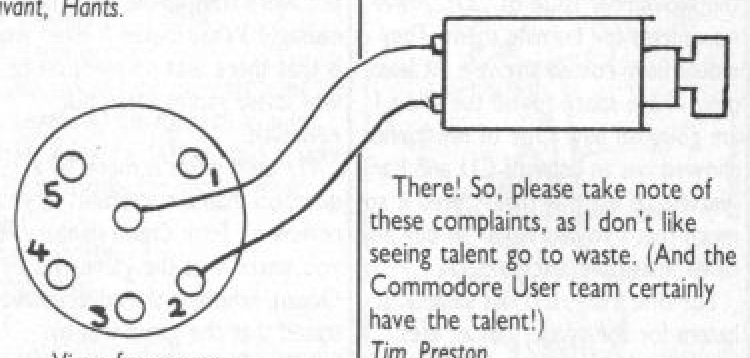
Reset

I have often noticed in your magazine the great lengths some people go to to reset their Commodore 64's.

I have devised a simple way of incorporating a reset button. Connect a push to make switch to pins 2 and 6 (GND and RES).

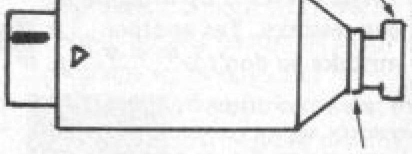
Once finished the plug can be plugged into the serial socket. The parts can be obtained from most High Street electrical shops. The reset button should cost under £1 to complete.

K.J. Summerbell,
Havant, Hants.



View from rear of plug

Reset button.



Glue push button into body of plug

Complaints

I'm sorry, but I have a few complaints about some parts of your magazine. Please take note of them, as these are the reasons why a few of my friends have stopped buying your magazine:

1: The Letters section has recently been all about 'I hate ZZAP! 64'. Listen, If I wanted to know about the ZZAP! reviews etc., I would read ZZAP!. I do not want a summary of ZZAP! issues in Commodore User. Let's have some interesting and constructive letters for a change.

2: Please stop printing pictures over the writing on reviews, as this makes it hard to read.

3: I have noticed you have given screen stars to games, just because of their name e.g. *Marble Madness* (ugh), *Fist II*, (bleugh), etc. DON'T.

4: All this 'First Review' and 'More Games reviews than any other magazine' mottos makes me spew! It's all self ego-boosting and childish.

5: Hot Shots . . . Need I say more?

There! So, please take note of these complaints, as I don't like seeing talent go to waste. (And the Commodore User team certainly have the talent!)

Tim Preston,
Dover.

We give screen stars where deserved, the name and company have no bearing on the award.

First

Hello guys down there at CU. I feel I have to agree with Ben Dankin in the January issue that you too often say you're the first to review when some other mag has. I'm pointing this out cos you've done it again in the Jan issue, saying that you're the first to review Gauntlet (which is crap) when C+VG (Gulp) reviewed in the same month and their mag comes out before CU so there!

Another thing on Jan issue you didn't have the charts, the most important part, and if it was cos of lack of space why did you put two double page US Gold adverts of the same thing in!!!

James Galli,
Frome, Somerset.

We did the first *Commodore* Gauntlet review, no-one else. As for space and advertising, the adverts pay for most of the magazine, that's why they're there.

Alphabet

Wow a holiday. Two weeks away from school. Two weeks for my 64. But, I'm ill (headache, cough and a lot more of that stuff), and my mother won't allow me to play games or to program my computer. So here I am, one week now lying on my bed. I don't know what to do, so I'll just write a letter to your magazine, the best in the world. I've got a few things I want to say, so I have made a CU alphabet.

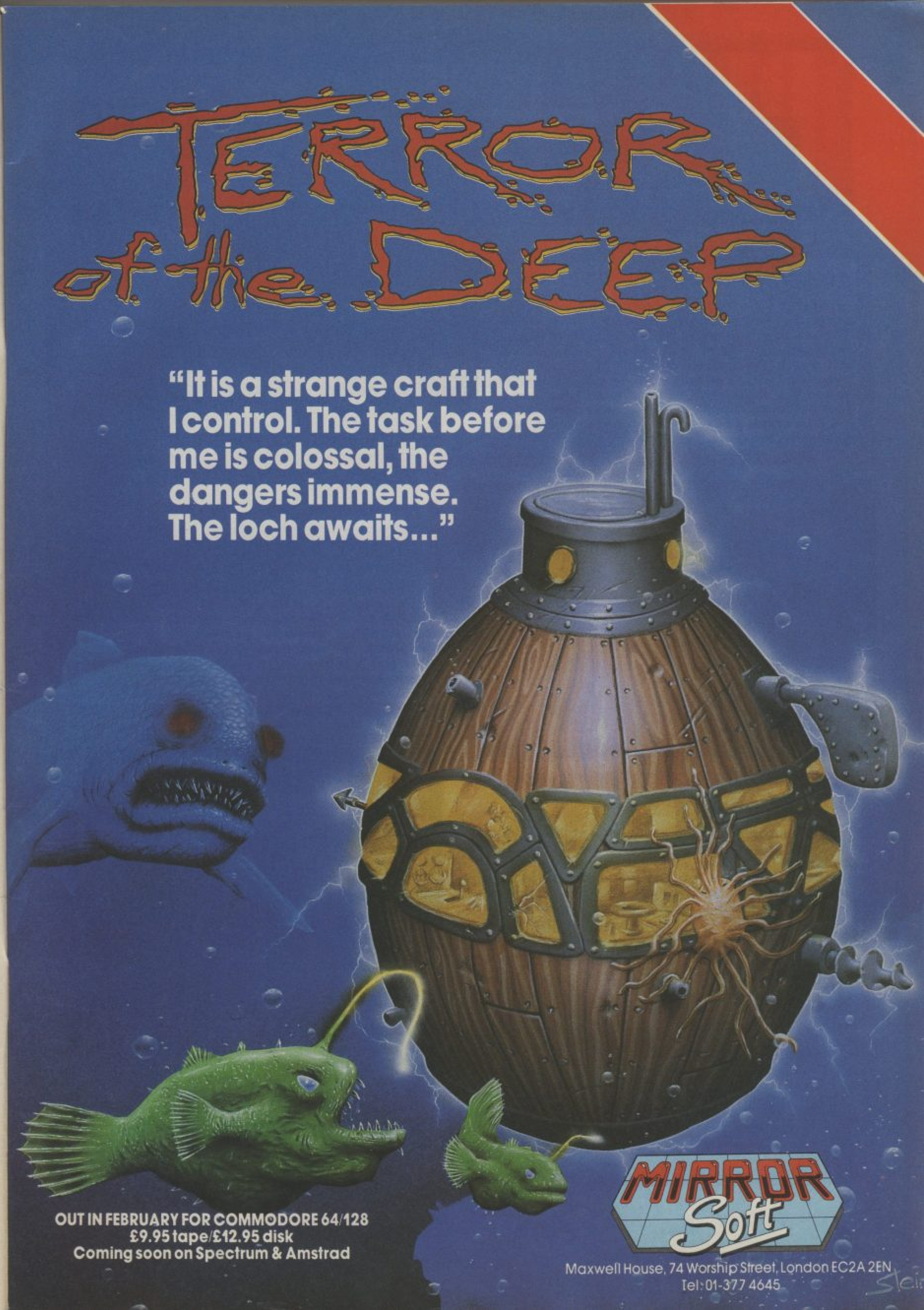
A = Advertisements — always nice to read or to decorate your room with.
B = Buzz.
C = Charts — the most up to date in Europe.
D = Dull; that's what other magazines look like.
E = Easy Enter; a nice way to help programs.
F = Fred Reid — a great reviewer.
G = Great; that's your magazine.
H = Hamilton-Ferdy; another great reviewer.
I = Into the Valley — showing the newest adventures and giving some hints.
J = John Hutchinson (Capt) — personally I don't like flight-simulators, but for those who do, he's your man.
K = Ken McMahon — it isn't original to say, but another great reviewer.
L = Letters — it's a good thing readers can have their own pages.
M = Mike Pattenden — your best reviewer, what a guy!
N = News.
O = Ocean — always advertising in your magazine.
P = Play To Win — don't know what to do or how to finish a game? There's always P to W.
Q = Quiz — do you really know everything about the computer business?
R = Readers Poll.
S = Screen Scene/Screen Star; the best reviewers in the world.
T = Tommy Tips — any questions, Tommy will help you.
U = User — the last word of your mag's name.
V = Value — your magazine has got great value. (In Holland most of the other computer magazines are expensive).
W = World's best magazine.
X = Xmas; 2 weeks to study your magazine.
Y = Yum-yum. (That's what your mag is.)
Z = Zenith — really I think so; nothing has to be changed, just keep it this way.

I wish you all a very happy New Year.

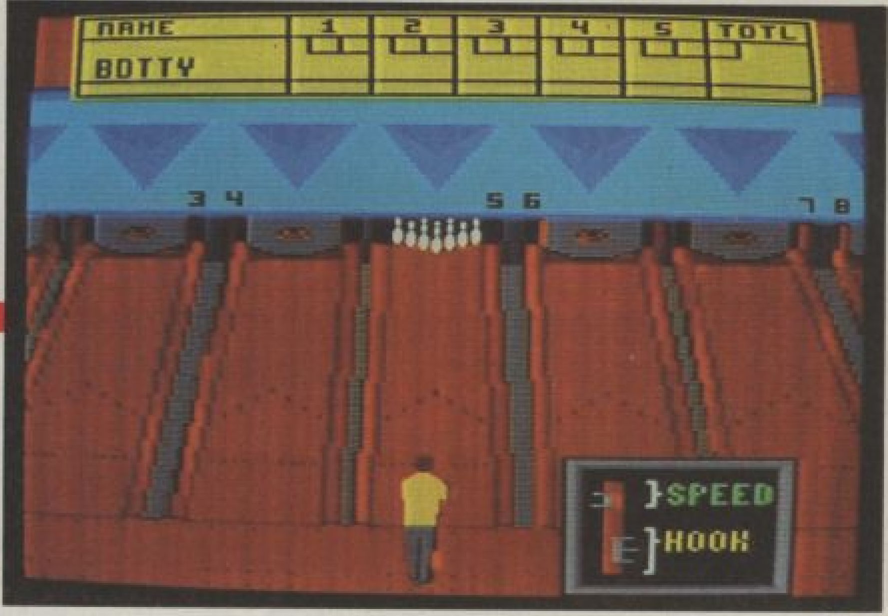
M. Stenbergen,
Vlaardingen, Holland.

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BUZZ



10th FRAME

What with Indoor Sports which contains a version, ten pin bowling seems to be growing in popularity. This version comes from Bruce Carver's well-respected simulation company Access so you can rely on it being good. It allows up to eight different people to play and animates all typical bowling action like strikes and splits. There's also control over power and hook, plus excellent sound effects. We'll be striking next month, er no, sorry Ed, we'll be playing the game next month.



CYBORG

Cyborg is the black mandroid hero of CRL's nearly completed game. Left for dead by a selfish partner he was found and rebuilt as a nuclear powered steel tensile, heavily armoured, walking sonofabitch by scientists. Cyborg is one mean mutha and he needs to be when an alien infested asteroid is found to be hurtling towards earth.

FUTURE KNIGHT

I don't know whether it's a reflection of the society we live in, but a hell of a lot of games involve the abduction of women. You play Sir Randolph a mediaeval knight in a future world who is on the trail of Spegbott the Terrible who has kidnapped the fair maid Amelia. Terrible storyline isn't it? But as it happens this is rather a fun arcade adventure with twenty levels of play.



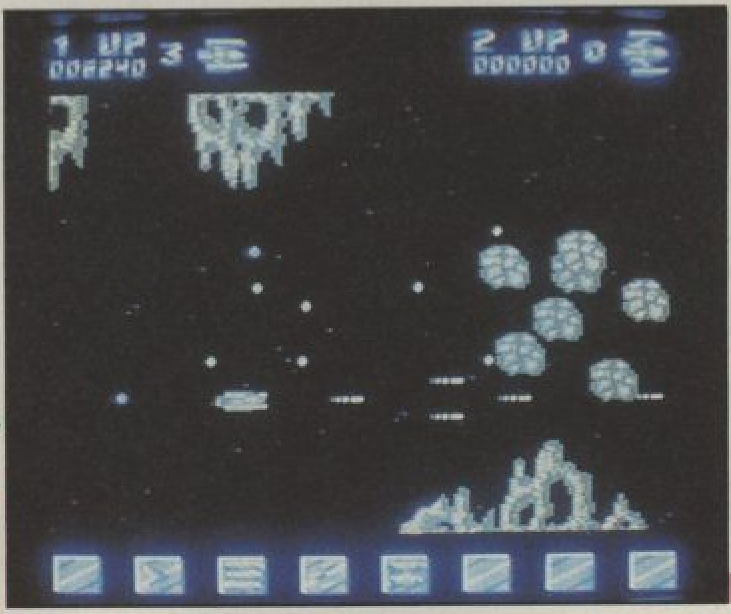


BLOOD AND GUTS

Recent releases from Sweden's unaptly named American Action haven't been too much to write home about, but this looks set to change with the release of *Blood and Guts* a sort of barbarian decathlon. It asks a few Scandanavian types with names like Nop and Knorr to compete in events like Ale Drinking and Cat Throwing! Sounds like a typical Commodore User lunchtime . . .

DELTA

The second release from Thalamus is another shoot 'em up from programmer Stavros Fasoulas. Taken at high speed it asks you to make your way horizontally across the screen, flying through icons and clearing attack waves of brigands who inhabit the area of space known as Delta. Heavy Metal listener Stavros claims there's more sprites on the screen at one time than any other game. Whether he'll like the interchangeable Rob Hubbard soundtrack though is another thing. Probably not heavy enough for his taste . . .





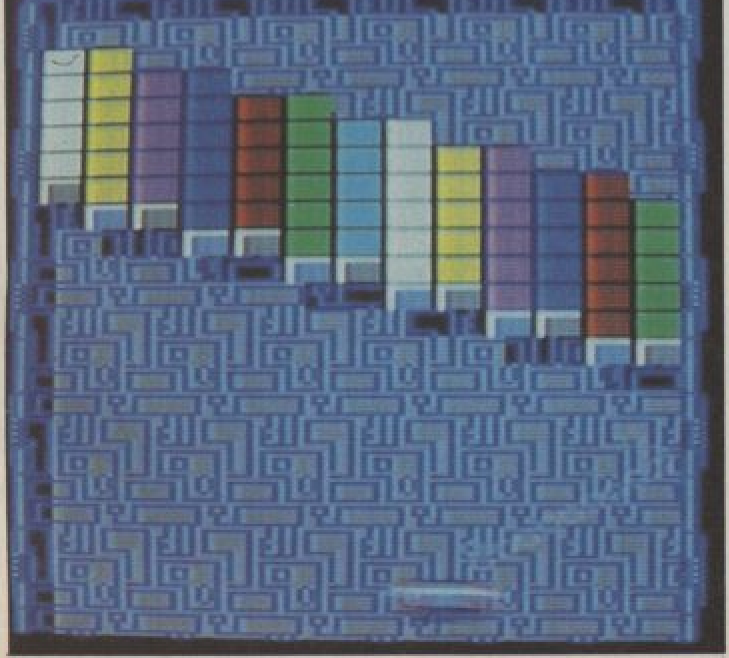
DANGER ZONE

C16 and Plus/4 owners will be grateful to hear of anything worthwhile on their machines, and we can promise them just that with Code Masters latest release. It's a scrolling shoot 'em up across the screen. We've had a look and it scrolls fast and smoothly and blasts realistically through twenty levels. Not that we've got through all twenty yet. We will though, either that or we'll cheat with the aid of an ace poke. Anyone listening?



SHANGHAI

Same to you too. No hold it, let me explain. Activision's exotically named game is based on the ancient Chinese game of Mah Jongg. The blurb says it's deceptively simple, but it doesn't sound that way to us. You must snap off matching pairs from 144 picture tiles. There are seven different suits and you can only match tiles from the dragon's head and tail. Sounds like a piece of cake doesn't it? CU's brainiest chap will be doing the review next month and he'll hopefully make a lot more sense.



ARKANOID

Coin op conversion king Dave Collier's new game is a version of Breakout! It brings the ancient game into 1987 with amazing graphics and new ideas. You can belt the ball back to take out bricks, expand the bat, and even shoot with it. There's some 33 screens of action, and Dave promises it will also be mouse playable. Eek!

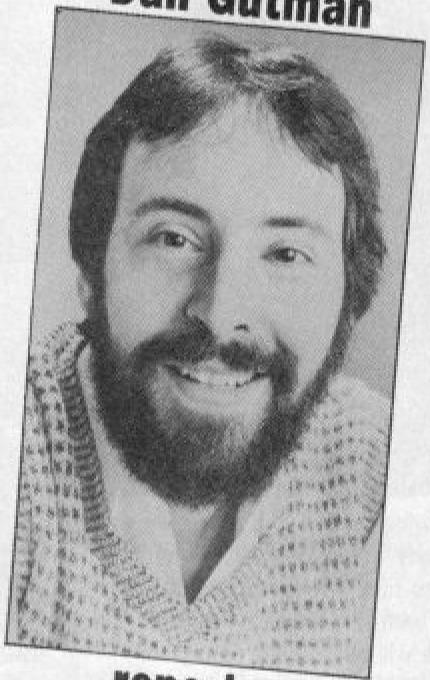
BUZZ

U.S HOTLINE

That was the year that wasn't

High above the snow-laden trees in Central Park, away from the noisy Manhattan traffic, Dan Gutman looks back on yet another weird and wacky year, and the computing events that made 1986 — er, just 1986.

Dan Gutman



reports

If 1985 was the year Amiga was born, 1986 was the year the Commodore 64 was born *again.* Unlike Coca-Cola, Commodore kept the classic alive without public outcry. They stopped building the beloved 64, but replaced it with two machines that keep the tradition. The fully compatible Commodore 128 sold over 6000,000 units in its first year Stateside making it the fastest selling computer in U.S. history.

In June, we saw the birth of the Commodore 64C, a machine that's a lot prettier to look at than the plain brown 64, with a pile of bundled software to boot. No longer is a computer a box you bring home, plug in, turn on, and watch it do absolutely nothing. When you bring home a 64C, you can do word processing, graphics, and telecommunications.

The Amiga did not stand still in 1986. The first wave of software appeared, and some of it (particularly Electronic Arts' DeLuxe Video and Mindscape's Cinema Ware) knocked our socks off. When the price of the Amiga was reduced by $500 in May, thousands of us ran out and bought our first really high-powered computer. And Commodore promises great things for Amiga in 1987. And now we hear prices in the UK are being cut too.

On the software front, probably the most significant program was GEOS (Berkeley Softworks), which came packed with every new Commodore 64C. GEOS puts a "desktop environment" on-screen so you can open and close files with icons and windows. Until now, this capability was only available on more expensive computers.

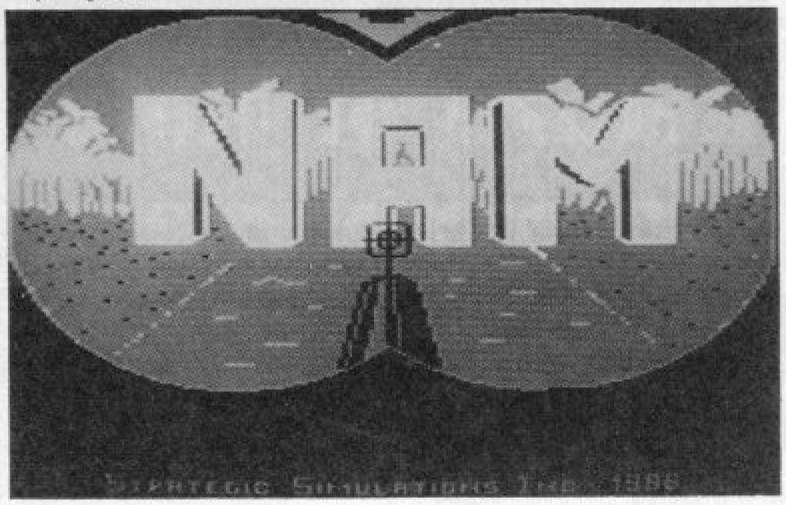
The other major program was QuantumLink, Commodore's electronic information network (also packed with the 64C). This net costs just $10 a month and features games, software previews, electronic chat or mail, conferences, and other new goodies all the time. As we go to press, 25,000 subscribers have signed on. Late in the year Commodore and Quantum teamed up with the folks at Lucasfilm to create *Habitat,* an on-line role-playing game that people all over the country are playing.

Epyx's phenomenal *Summer Games* begat the equally successful *Winter Games,* which in turn gave birth to this year's *World Games.*

Like an old soldier, war games never die. Microprose followed up their successful submarine simulation *Silent Service* with the equally compelling *Conflict In Vietnam.* The geniuses at Infocom released their first title that recreates actual locations and events. In *Trinity,* you travel back in time to July 16, 1945 and witness the world's first atomic explosion. Their *Leather Goddesses of Phobos* was another story altogether.

In the category I call "weirdware," there was a rash of fascinating new software. Broderbund continued their string of hits with *The Toy Shop,* which allows us to print out jet powered dragsters and other toys that really work.

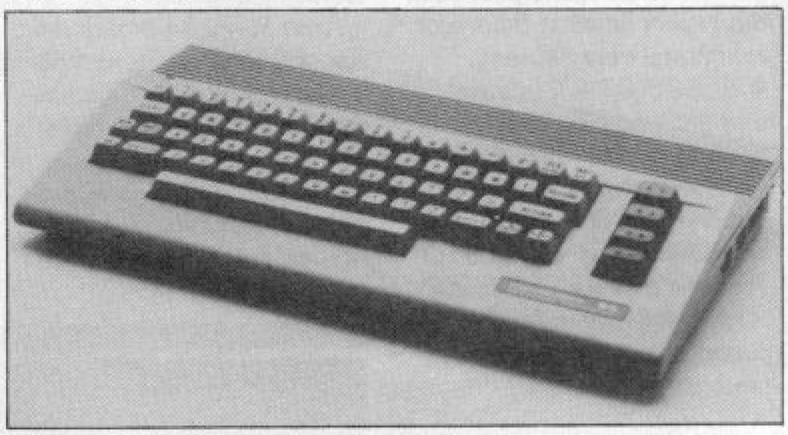
▼ Vietnam was voted the CU strategy game of the year



If you scanned the newspapers in 1986, you would have seen that computers are invading every aspect of society.

In New Jersey, seven teenagers were arrested for using their home computers to steal "codes that would cause communications satellites to change position," according to The New York Times. The headline in The New York Post — "WHIZ KIDS ZAP U.S. SATELLITES". In the sports section, we saw that the Philadelphia Phillies baseball team started using an Amiga to do scoreboard graphics.

But the most significant news story occurred on January 28th when the space shuttle Challenger exploded before our eyes, killing its crew of seven. The previous August 25th, computers halted the space shuttle Discovery seconds before liftoff. On January 28th, NASA computers didn't detect any problems and we all know what happened. A similar glich occurred in the Union Carbide computers in Bhopal, India on December 3rd. If any good came out of these tragedies and the one at Chernobyl, it was to remind the world of the danger — as well as the power — of technology. We had started to take it all for granted, forgetting the complexity of shooting a rocket into space and bringing it home safely.



▲ The good old 64 gets a much-need facelift

But 1986 was by no means a gloomy year in computing. A man in Atlanta programmed his computer to dial Jerry Falwell's toll-free number every 30 seconds for nine months, a joke which cost the reverend a half a million dollars.

Finally, a week after the Libyan air strike, somebody realized that Microprose Software's *F-16 Strike Eagle* includes a Libyan air combat mission in which you aim at ground targets in Tripoli and Bengazi. Sid Meier, who wrote the program, said, "Never did I imagine that this scenario might one day become a real-life international crisis."

A wild and wacky year, to say the least. And as Al Jolson said in The Jazz Singer, "You ain't heard nothin' yet, folks!"

BUZZ

CES SHOW

Twice a year, America's software hotshots get together to show off their latest products at the consumer Electronics Show. Dan Gutman visited CES in Las Vegas, home of gambling, glitz and sleaze, and phoned in this report on what the major exhibitors were showing:

● ACCOLADE — Celebrating their first year in business, Accolade showed *Killed Until Dead,* an interactive murder mystery. They've also got a very innovative program called *Comix.* The game plays like a comic strip in which you have to solve a puzzle or make a choice at each panel of the strip.

● ACTIVISION — These guys were demonstrating *Portal* (an interactive fiction game), *GFL Championship Football, Greeting Card Maker,* and the amazingly addictive *Shanghai* (a card game based on Mah Jongg). If you've got a few months to kill, check out *Shanghai.*

● ELECTRONIC ARTS — They introduced two new software lines, "Amazing Software and "Sports Legends." The first legend is a living legend, Earl Weaver, who was at the Consumer Electronics Show demonstrating *Earl Weaver Baseball.* In this game, you are the manager and the computer is programmed with Weaver's baseball strategies.

Amazing Software will consist of new titles at low rices. The first release will be *Dan Dare,* a comic book character who you all know about, but who is a complete unknown in the States.

Electronic Arts has also cooked up a deal with Lucas films to create *H.M.S. Pegasus* — a hydrofoil simulation.

● EPYX — Like Electronic Arts, Epyx introduced two new software lines, their "Master Collection" and "Street Sports." Master Collection will be simulations for advanced game players, and the first title will be *Sub Battle Simulator.*

Street Sports Basketball is the first of their Street Sports series. Instead of playing the game with pros like Larry Bird, you recruit a pick-up team from ten neighbourhood kids. Nerds, jocks, dorks, dweebs and so forth are all included, in a schoolyard setting complete with oil slicks.

Also from Epyx: *Create A Calendar,* which does exactly what the title says. You can combine jazzy text and graphics to print out a daily, weekly, monthly, or yearly calendar all the way up to the year 9999 A.D. (for real optimists).

● INFOCOM — In March Douglas Adams will follow up his zillion selling Hitchiker's Guide To The Galaxy with more interactive fiction — *Bureaucracy.* The plot goes like this: You've just moved and got a job with Happy Tech Corporation, whose slogan is "We Make Computers Smile."

You find a letter from your boss telling you to catch a plane to Paris right away. Between arguing with cab drivers, mailmen, government officials, and airline reservations clerks, you'll probably go insane. Anyone who hates red tape should love this game.

Also from Infocom — *Hollywood Hijinx.* This one is set in Malibu. Your uncle Buddy Burbank, it seems, was king of the B movies. He left his entire estate to you, but you've got to prove yourself worthy by solving a bunch of crazy puzzles.

● MINDSCAPE — Mindscape has licensed five new "hard-core gamer" games from you Brits for the Commodore 64/128: *Uridium, Paallax, Trailblazer,* and two martial arts games — *Uchimata* and *Fist.* Looks like the Britsoft invasion has arrived.

● SPINNAKER — Their new one is *T-Shirt Shop.* Yes, you can design your own shirt on-screen and print it out. No, don't try to roll the shirt through your printer. T-Shirt Shop prints out on patented transfer paper, which you iron onto a regular shirt.

Several different typestyles are available for lettering, and the program comes with 50 canned graphic images, including Ronald Reagan, Albert Einstein, and a Ninja warrior. A t-shirt is also included.

● SPRINGBOARD — In 1986 they had another smash with *Certificate Maker,* a program which creates certificates and awards. This time their hopes are pinned on *The Springboard Publisher,* a word processing/desktop publishing package.

As always, some of the above will be hits and others will be duds. That's what makes life — and the computer industry — interesting.



Return of Mole

If you've been watching *The Growing Pains of Adrian Mole* on the telly, you'll already know that Pandora has severed relations with our acned hero due to a certain indiscreet request.

So whilst the TV sequel rolls on, you can play it on your 64 because Mosaic is releasing Growing Pains — the adventure — in early February.

This time, Mosaic has done a deal with Virgin Games, so the game will be released on the Virgin label. If the original Mole adventure is anything to go by, Growing Pains should be fairly faithful to Sue Townsend's second book. So prepare for a meeting with the nasty Barry Kent.

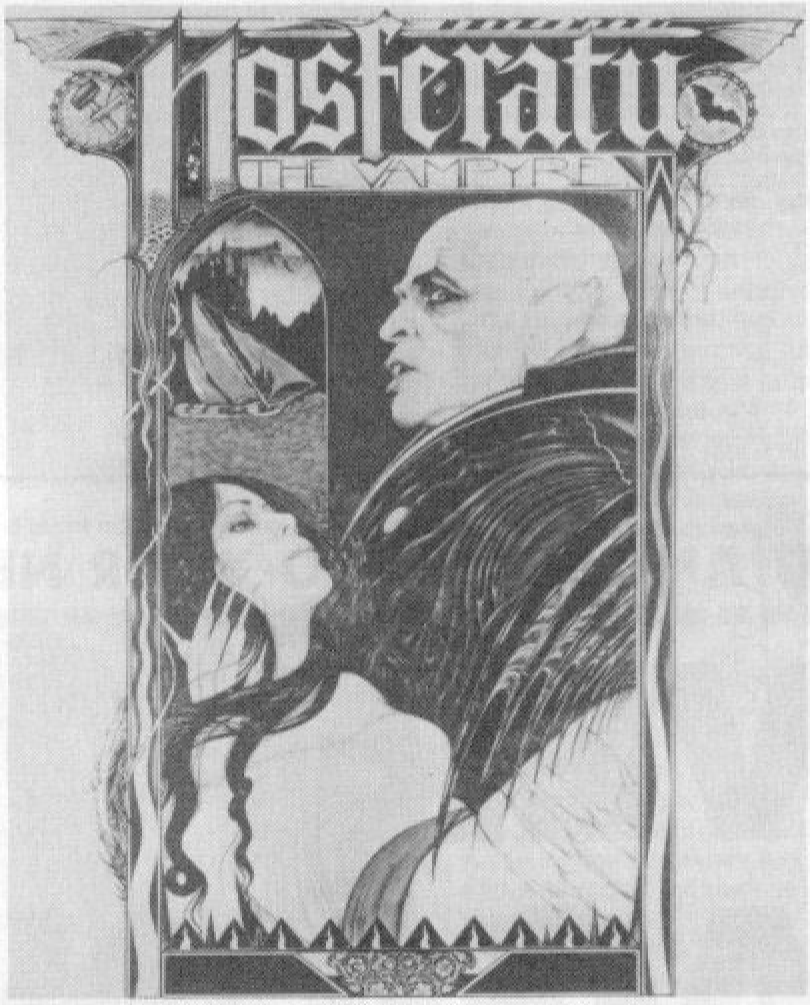




ADVENTURE CHART

1	Dracula	CRL
2	Jewels of Darkness	Rainbird
3	Silicon Dreams	Rainbird
4	Vera Cruz Affair	Infogrames
5	Bards Tale	Ariolasoft
6	Price of Magik	Level 9
7	Pawn	Rainbird
8	Hunchback 3	Ocean
9	Warriors Of Ras	US Gold
10	Kayleth	US Gold

Best-selling adventures of Xmas



School Dinners

We've all been sciving out the office early to watch *Grange Hill* on the telly. You know — Zammo the dope fiend, and Hollo and Gonch, the Arthur Daleys of comprehensive education. If the Ed catches us, we'll all get lines.

Fans of the tea-time school soap will be pleased to hear that Quicksilva are turning Grange Hill into an adventure for the Commodore 64. The game will be based on "After Hours" one of the Grange Hill books and will feature Hollo and Gonch (the speccy one). The adventure should be out in time for the series' tenth anniversary in February.

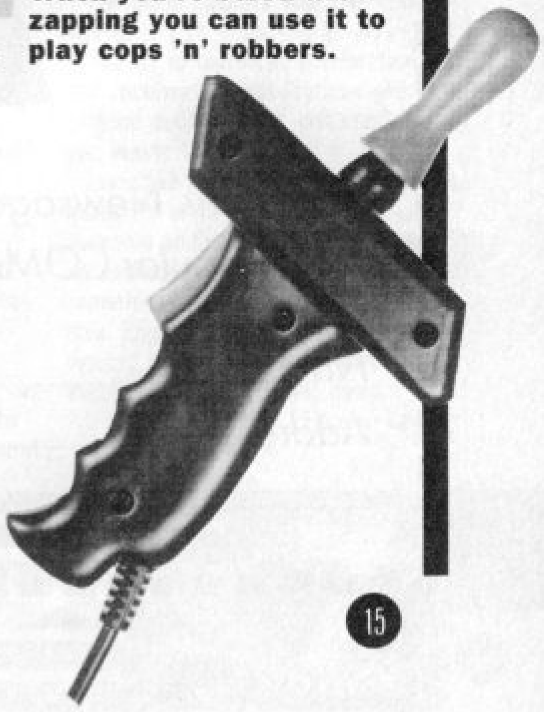
Bloodsucker

If you saw Klaus Kinsky in the film *Nosferatu*, you'll know what a diet of burgers and cherry-cola can do for you, no wonder he's out for someone's blood. Pirhana Software, as announced last August, have finally got their act together and have brought this cuddly anaemic neck nibbler to your 64 screen.

Written by Design, Design, *Nosferatu the Vampyre* is based on the movie and is split into three parts. In the first, you — as estate agent Jonathan Harker — must try to get back the deeds of the house you sold to Drac. You see, you didn't know the neighbours would object when you sold it to him.

The second bit finds you in the town of Wismar, fighting plague and vampyredom for all you're worth. Finally, as Lucy, you alone can destroy the man with the drink problem. How? By keeping him in your room until dawn. All the gorey details in our review next month.

Could this be just what the experienced gamer is looking for? That's what Britannia Software claim for their new *Phasor One*, pistol-grip joystick. Not the prettiest joystick we've ever seen but it retails at £12.95 and has an extra-long cable to give you room for manouevre. When you're bored with zapping you can use it to play cops 'n' robbers.



Konix Destroyers

How many joysticks have you ruined playing those deadly sports simulations? If you've already bashed the living daylights out of a Konix *Speed King* (you know, the one that fits snugly in your palm) you might stand a good chance of winning Konix's weird little competition.

They're using DT's Decathlon to bash a Speed King to destruction in the 100 metres sprint event. The joystick will be waggled by a machine at the full qualifying rate until it gives up the ghost. All you have to do is guess how long it will last — could be days, weeks or even months. The longer the better as far as Konix is concerned, they're already hyping the Speed King as the most robust joystick ever designed. Anyway, getting the time right wins you £100.

Konix say the test will take place on neutral ground and you've to get your estimate in by 31st January to be eligible. Put your estimate, name and address on a postcard marked "Daley Thompson's Decathlon Test" and send it to Konix c/o Solution PR, 2 Wellingtonia Court, Varndean Park, Brighton BN1 6TD.

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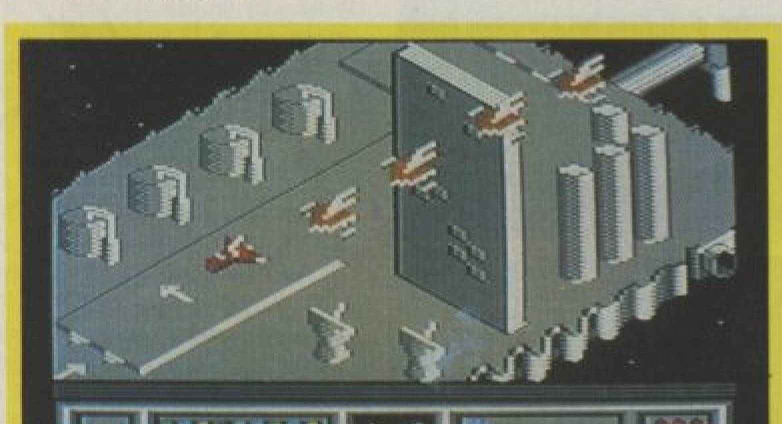


Spherical aliens make life tough on the Lunarscape

• LEVIATHAN •



The statue can lob a dart at you in the Greekscape



Land on the arrows to refuel

Brill graphics, puts Zaxxon to shame



I've never much liked Zed Zed Top — always thinking the best thing about the band was that ace red car (the Elimator) packed full of models in sexy underwear.

Now it seems even Madonna fans like me have something to be grateful to the bearded heavy metal men for — as the video for Rough Boy provided the inspiration for English's latest game — *Leviathan*.

The story goes like this. English boss Phil Morris was watching the said video when he thinks to himself "I know I'll get someone to do a 3D scrolling shoot 'em that looks a bit like Zaxxon but enables your ship to fly backwards, forwards, and flip between both directions stylishly".

Y'see in the video the precious red motor is attacked by a giant wheel and escapes by flipping into outer space. Neat, eh.

The "someone" turned out to be 17 year old Scot Michael Hedley — and an excellent job he has made of Phil's brainwave too.

The first thing to say about Leviathan is it's tough. So tough that you get no less than sixteen lives to attempt to clock it and knock up your best score.

There are three main play levels with sub levels within each one: the Moonscape — a rugged, cratered terrain. The Cityscape — very impressive futuristic structures and the Greekscape — the most impressive of all with huge, Pyramid-like, statues.

Naturally every level has a fair assortment of nasties that are particularly difficult to shoot. But shoot them you must if you are to progress to the next part of the game.

The program counts each alien you blast and displays it for you in the ESC box in the middle of the control console.

Sometimes you will have to give chase — pursuing the aliens through the landscape, dodging the flak from land based enemies, and avoiding the buildings.

Only when you have downed the set number of aliens on that level can you go on to the next.

Actually the game features three separate loads — so it is possible to go to the Cityscape or the Greekscape if you have already mastered Lunar. There is no code system like Parallax. Just load it and in you go.

If you succeed in clearing a sector in the limited amount of time allocated you can select the next skill level or load a new landscape.

To the game's great credit each level is different — not just different backgrounds. It plays differently — with less time and more nasties to deal with as you progress.

Leviathan owes an obvious debt to the old Sega coin-op — Zaxxon — but not a huge one. People raved about Zaxxon graphics — but they are nothing by comparison with Leviathan.

Zaxxon also became a bit monotonous after a while and is far too easy to play for today's taste. *Leviathan* takes the basic 3D'esqe scrolling landscape and adds to it a challenging game in which control of your ship is vital.

Perseverance pays off as when you master the basics you really do feel like you are flying. There are no less than six different flight controls to implement with the joystick — flip in both directions, slow down or speed up in both directions, as well as flying sideways in both directions.

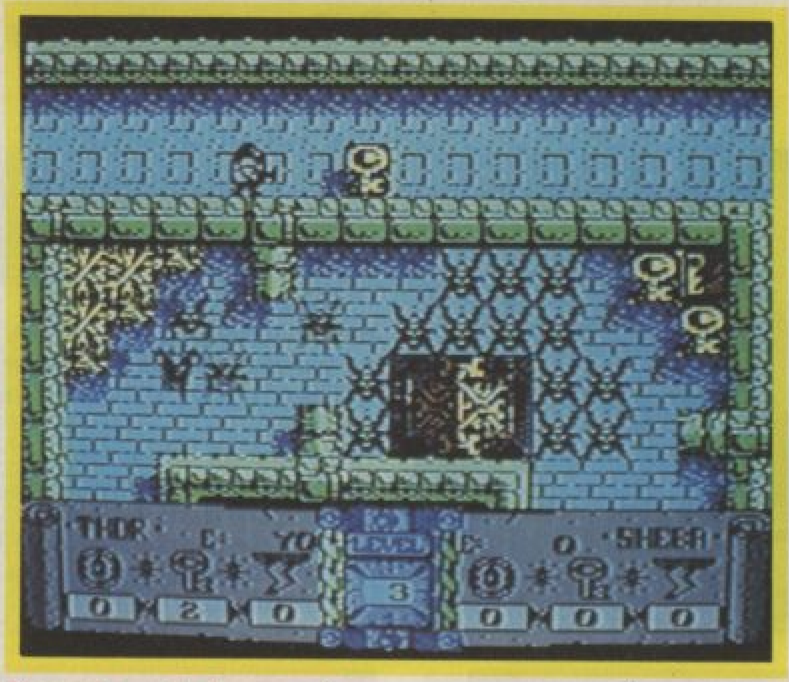
The game employs sound effects intelligently to warn you in advance of aliens, to represent acceleration and deceleration and features plenty of good audible bangs and crashes as you waste the aliens.

Leviathan isn't going to win any prizes for originality but it is a welcome addition to the shoot 'em up catalogue. Someone had to do something with the basic Zaxxon idea. English Software have re-worked it excellently to produce an exceptionally entertaining game.

Eugene Lacey

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall



Three keys to be grabbed here — if you can get past the spiders.





DANDY

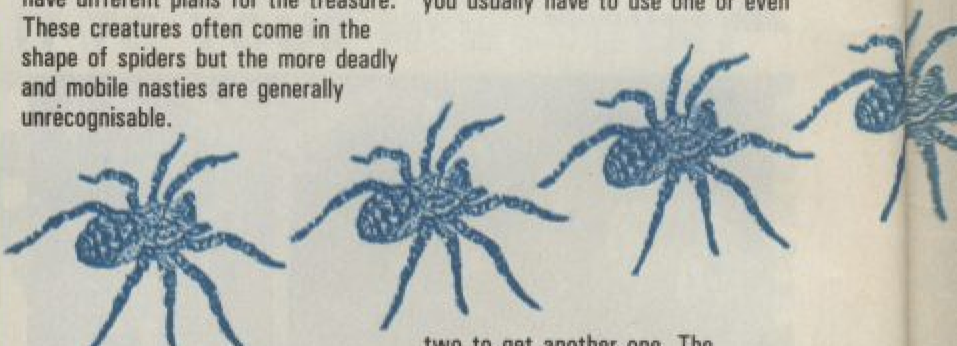
64/128 ELECTRIC DREAMS

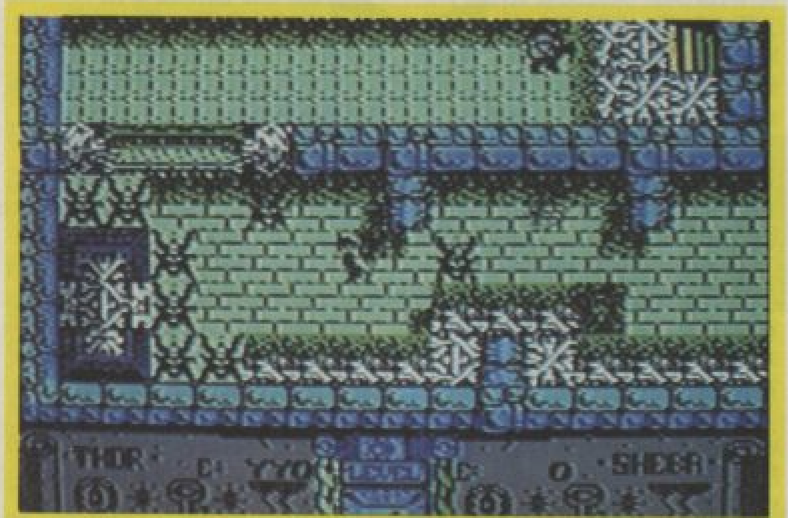
Price: £9.95/cass

It is a rare thing nowadays to find a game as big as Gauntlet without its own offspring imitators, so far it's had three. Dandy is the third of these imitators — and it's the closest to the original.

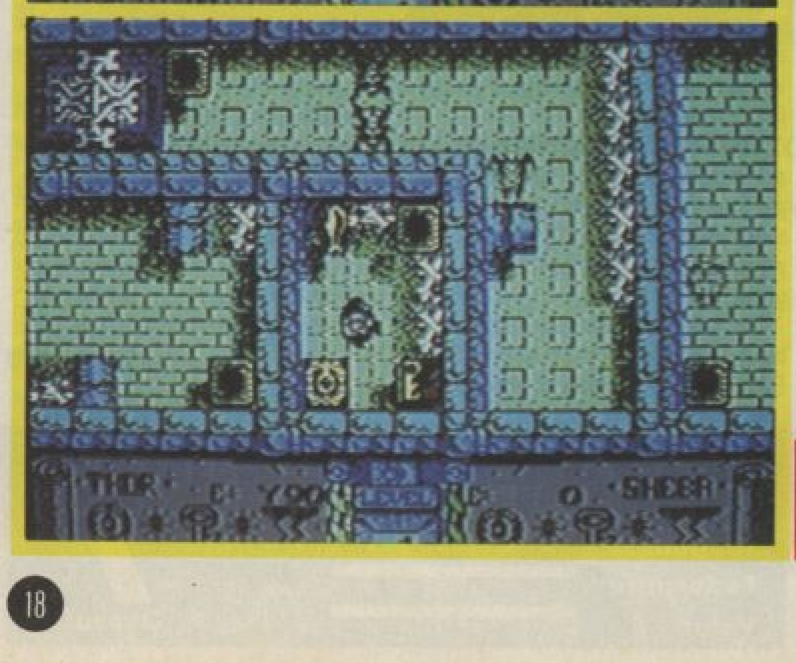
The others were both on the streets before Gauntlet, neither were too close to it, and Firebird's Druid even added some good ideas of its own.

Dandy, however, is extremely similar to Gauntlet. The object is to loot fifteen dark and eerie dungeons of any treasure to be found there. Naturally there are other beings who have different plans for the treasure. These creatures often come in the shape of spiders but the more deadly and mobile nasties are generally unrecognisable.





Dandy — same price as Gauntlet but not in the same class.



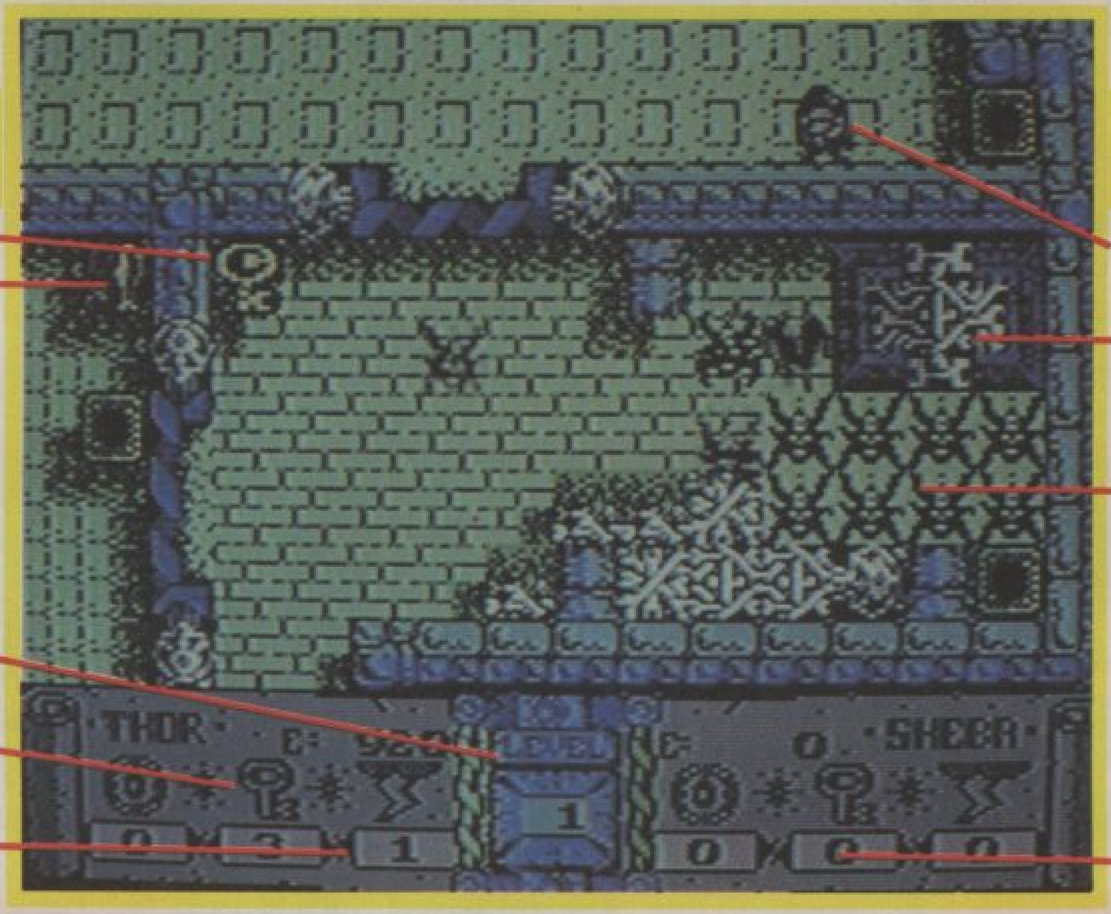
''The screen flips instead of scrolling''.

You start your game in dungeon number one. You have 1,000 energy points (that's the maximum) to your name, no treasure, no keys and no spells. Most people who've ever played any form of arcade adventure or even just have the slightest bit of common sense will have some idea of what the keys are for. For those of you who don't (me, Ed) they are to open otherwise locked doors.

Keys are pretty essential in Dandy — but the trouble with them is that you usually have to use one or even two to get another one. The programmers have kindly left a couple of them easily accessible to get you started (how nice, Ed).

Electric Dreams have also decided that spells are the flavour of the month but unlike the variety on offer in Druid, they've only given you one. This miserly spell has the effective but rather dull power of killing everything on screen. Perhaps effective isn't the right choice of word as this spell has a tendency not to work. You often have to waste two or three of them before the desired effect is achieved. Don't fret, though; for this is not a bug — it's just sheer cruelty on the part of Electric Dreams.

Spells are found scattered around







Phew — at last, an exit.



the dungeons and are picked up by walking over them. It is always useful, and suicidal not to have a few of these stashed up your sleeve.

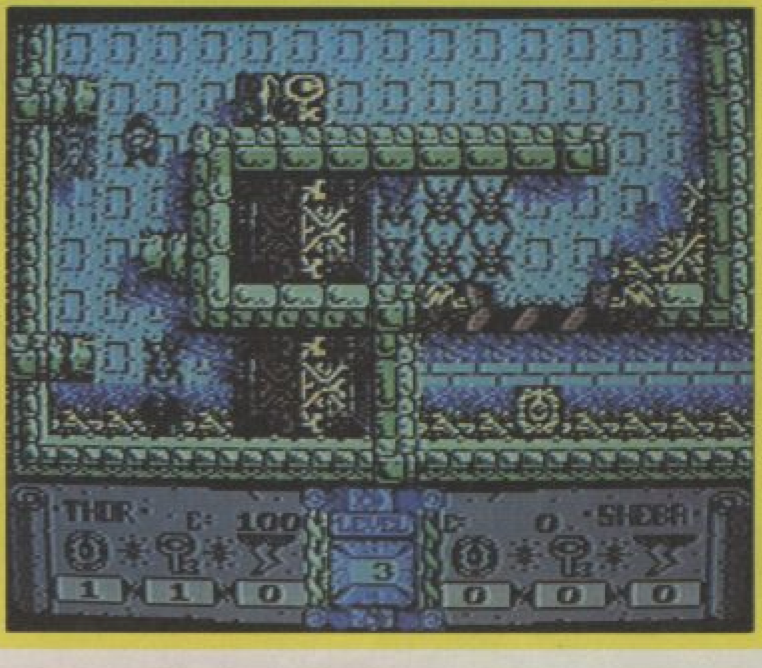
The 1,000 points of energy you're given at the beginning may sound like a colossal amount, but don't overestimate it. It drops in units of 20 and doesn't last very long — just like British Gas shares.

It's not all bad, though, as there are ways to recharge it. The best way is by eating food. Alternatively, if you're desperate, you can sacrifice your booty by exchanging your treasure for energy. It doesn't take an aweful lot to lose energy, it just falls away as the seconds tick past. It also drops, and a damn sight quicker, when you collide with one of the nasties that haunt these wretched dungeons.

Talking of which, the nasties come in two main types. There's the "horrible little won't go away" type of nasty. You'll find a couple of these on each screen and they take a lot of energy to kill. The other main species are the "there's millions of us on each screen and we're not budging" spidery looking things. These litter the floor of every room as if their sole ambition in life was to be a doormat. You can kill these by simply walking into them, though this is most inadvisable as it causes great energy loss.

The best thing to do is to blast them precisely and with great caution. This is not the wisest thing to do if you have nasties on your tail in which case you'd better use a spell.

A major problem for Electric Dreams is the sheer unattractiveness of Dandy, it has those aweful Spectrum-looking graphics that all Commodore owners despise. It can be downright painful on the eyes, not to mention that the screens flip instead of scroll. Sound is also a letdown, definitely a missed opportunity since this is the only department in which Gauntlet falls down.



You have to stare intently to make out your silouhette character.

Dandy is — well, I don't want to be too harsh — a very third rate Gauntlet rip-off. As you read last month, the official Gauntlet is not only out, it matches up to our high expectations. The fact that Dandy has a two-player game option and bonus treasure levels doesn't make a jot of difference, who needs it if you've got Gauntlet? I'm sorry Electric Dreams, Dandy isn't that bad but I just don't see it selling.

Ferdy Hamilton

	1	2	3	4	5	6	7	8	9	10
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

5
Overall

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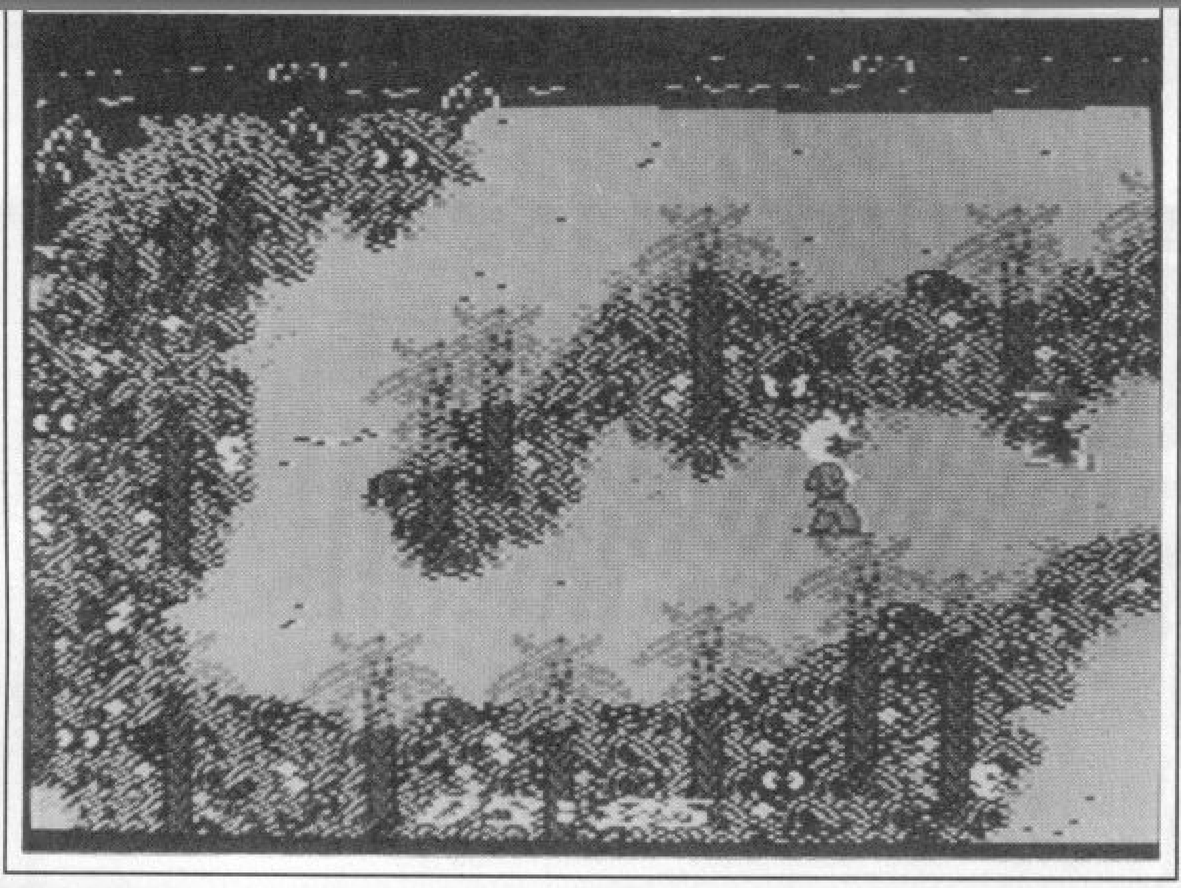
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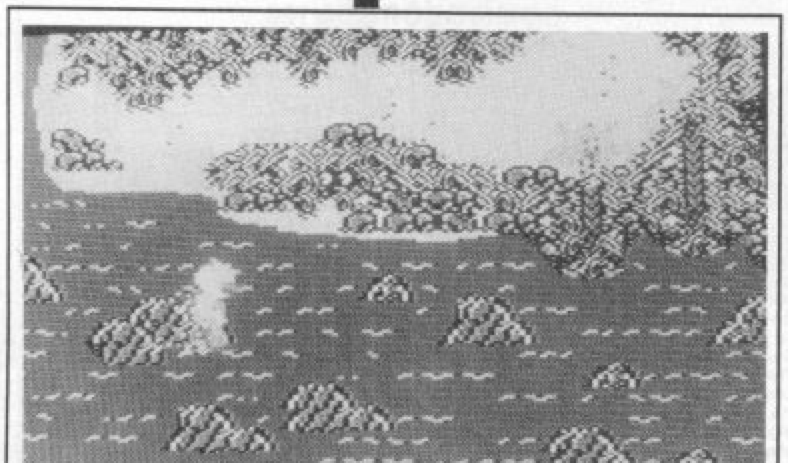


Stamp on the holes to bury the mutants alive

● HOWARD THE DUCK

64/128
ACTIVISION
Price: £9.99/cass
£14.99/disk

Howard's jetpack gets him across the water



Having not yet seen the film I must be in a unique position to review this game. Untouched by the hype of Big Screen Entertainment I can say, with my hand on my heart, that *Howard the Duck* is already the number one contender for the 1987 pretty boring game with a good title because Activision paid a lot of money for it award.

Howard — that's the one with the beak and webbed feet — has to save Beverly and Phil from a well wicked bloke called The Dark Overlord. Well you'd hardly expect him to be called the fairy princess now would you?

This Dark Overlord guy lives, of all places, inside a volcano.

There are four stages to the game. First, Howard parachutes onto the island and you must get him to the bridge. This is quite a simple task, despite the fact that you are attacked by hordes of 'mutants'. What the mutants need is a good kicking, which sends them into a spin. You can then finish them off with another good kicking.

The only thing of importance at this stage is that you have to deal with the mutants pretty rapidly because once you are overrun it's impossible to get rid of them. You have to get them all spinning at the same time, it's a bit like that bloke you get on magic shows with a load of plates on the end of poles. The mutants come out of holes in the ground, so the thing to do is stamp on the holes and bury them alive.

Next you have to run across the bridge while a mutant throws a couple of boulders at you. The only problem here is that the stupid thing has a bug. I got across several times, only to be killed on the other side for no good reason whatsoever.

If you're lucky enough to avoid the spite bug, you can fly to the volcano in the Ultralight — a sort of powered handglider. This really is too tedious for words. The Ultralight hovers around the screen above the aerial view of the landscape below. You must try to get it to the top right of the screen where the volcano is, but the landscape doesn't really want to scroll that way.

I managed to reach the volcano just as my time ran out — you get thirty minutes to rescue Beryl and Fred.

The remaining two stages involve negotiating the inside of the volcano and finishing off Mr Nasty. If the early stages of the game are anything to go by this is well worth waiting for. I must admit I certainly seem to have it in for poor old Howard. But the way I see it, Activision are asking for it. I thought this would be good for two reasons. One, Activision's stuff usually is; Two, it's got a big title.

The one redeeming feature of Howard is that it's a game anyone can play. On the novice and intermediate levels it's a doddle, though you can't get to the end. Whereas Advanced and Expert levels are a lot trickier, though not beyond mastering in a short time.

This game could, and should have been a lot better. Pass the orange sauce.

Ken McMahon





Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

5
Overall

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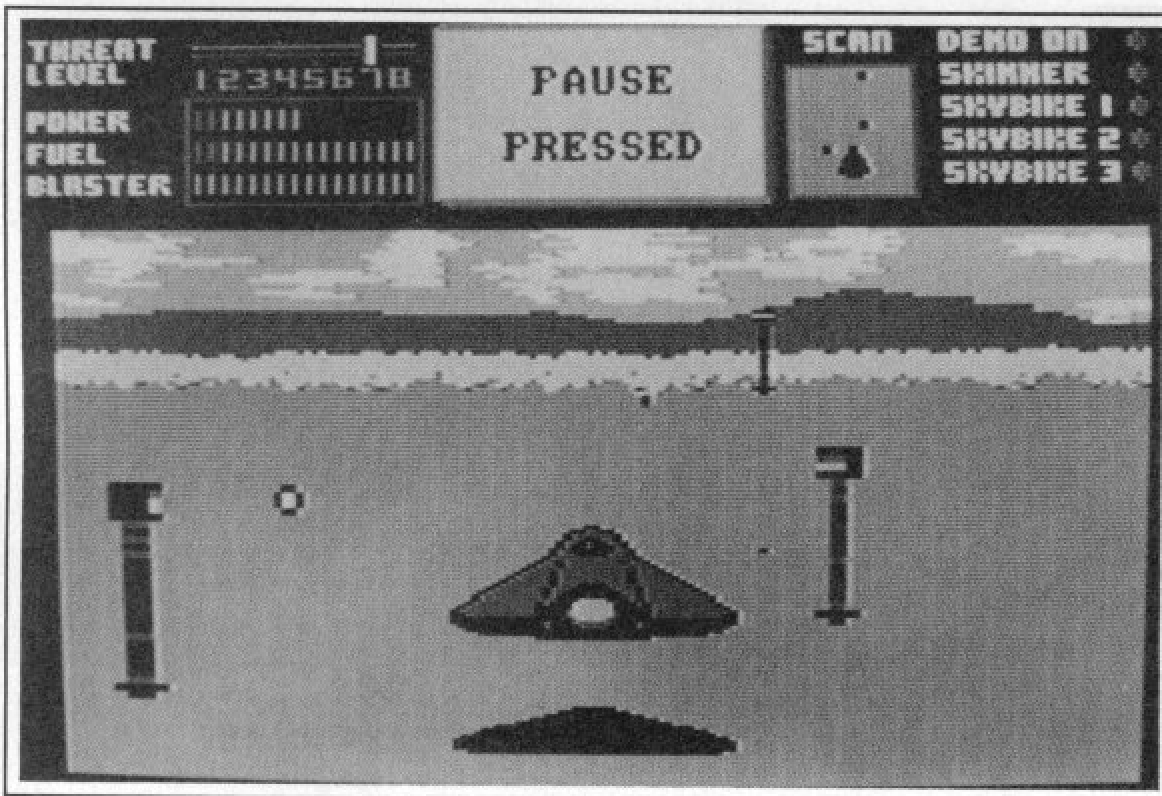
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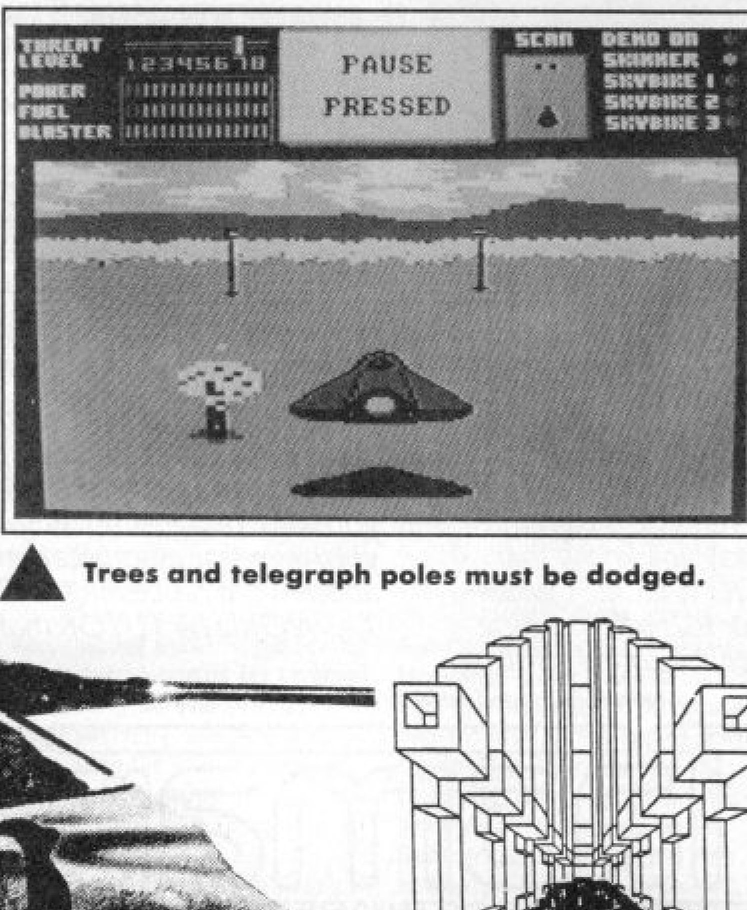
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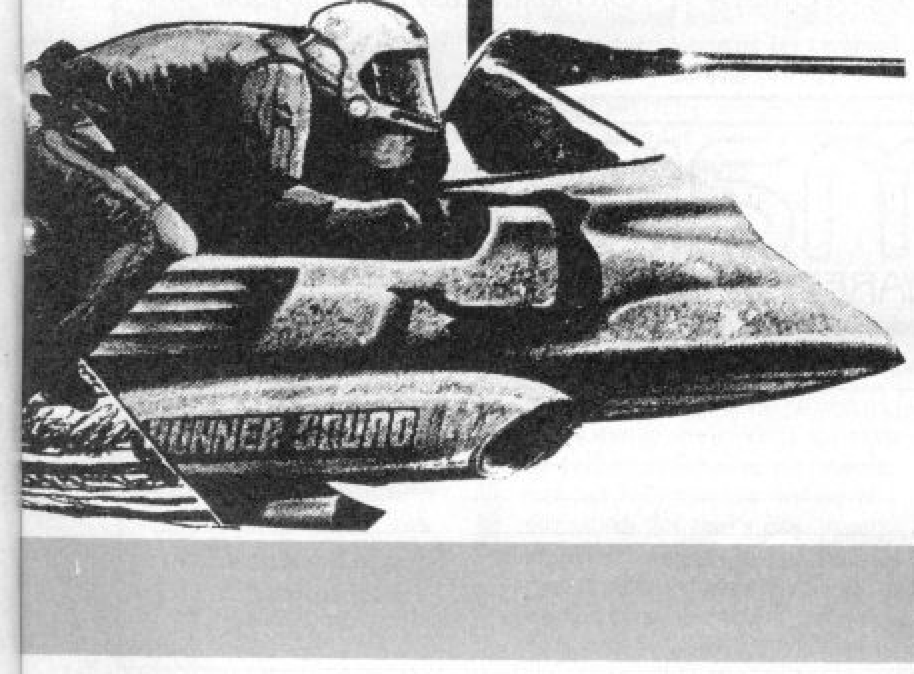
Enemy missile hurtles towards the Skimmer.

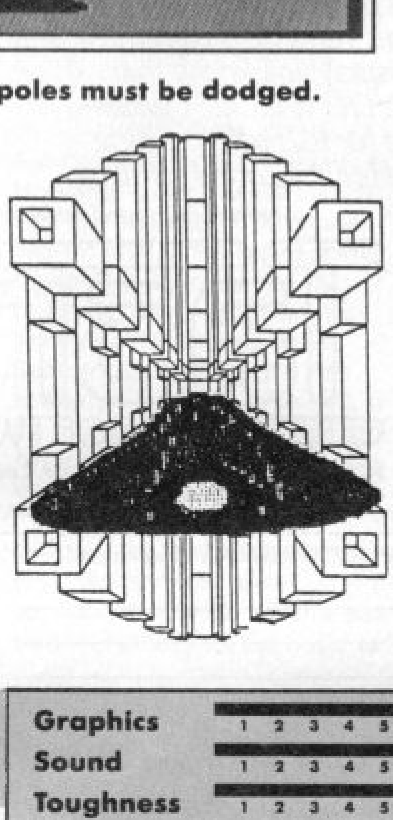
● SKY RUNNER

64/128
CASCADE
Price: £9.95 cass
£12.95 disk



Trees and telegraph poles must be dodged.





In the 24th century mankind spread throughout the stars. Planets were colonised as man broke free from his own solar system. Unfortunately, not even an affordable star drive could free man from mankind.

Little changed on the new colonies as the rich prospered at the poor's expense. The poor got angry and turned to crime. The old policing methods that had failed on Earth also failed in the colonies forcing the galactic governments to turn to drugs. Powerful control drugs were fed to the population through the water supplies and even impregnated in daily news sheets. However such drugs not only halted any criminal thoughts but also destroyed production as the population became chronically apathetic. The colonies faced economic doom until the settlement of Vega 3.

Known as Naibmoloc by the first settlers this vast forested world became the only source of Sky. A control drug without side effects! Perfect but also illegal.

Sky Runners set up huge harvesters to collect the forbidden fruit that were protected by gun towers and ruthless Sky Bikers. Your job is to stop them.

The game plays in two distinct parts as first you must fly your laser firing skimmer across the planet as you attempt to knock out the gun towers before they get you. The only way to succeed is to dive bomb them, fire and pull out before they blast you. If you perfect this move you may survive to continue the fight in part two as you only have the one life.

Should you manage to clear the gun towers then you can drop up to three sky bikes onto the planet's surface to battle with the drug runners.

With the gun towers already destroyed two main threats now face you, the enemy sky bikers and trees. Crashing into a tree is as deadly as being rammed by a biker or an enemy laser bolt and so must be avoided at all costs. This isn't going to be easy particularly when you're being chased by bikers at a breakneck speed through the jungle.

Completing a mission earns you valuable bounty for bikers and towers destroyed that may tempt you into more missions at one of the higher "threat levels". These increase the gun towers and enemy bikers to an almost suicidal level but do nothing for the game itself.

The action is limited and soon becomes tiresome. Cascade amazed the Commodore world with it's flight simulator ACE but this game stalls before takeoff.

Tony Hetherington

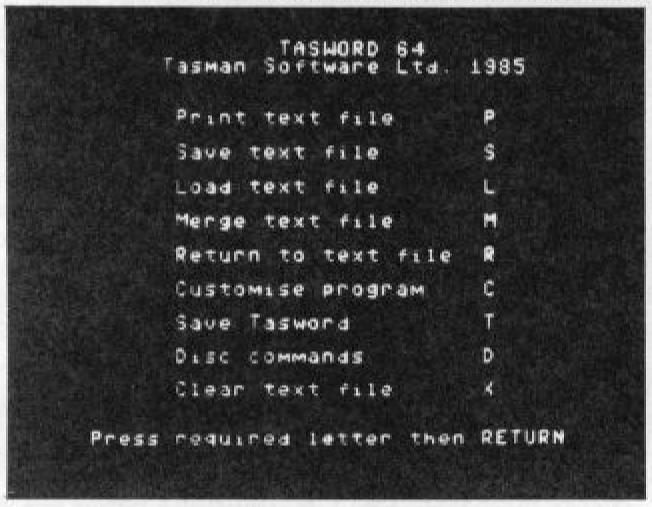
Graphics	7
Sound	6
Toughness	8
Endurance	3
Value	5
Overall	**4**

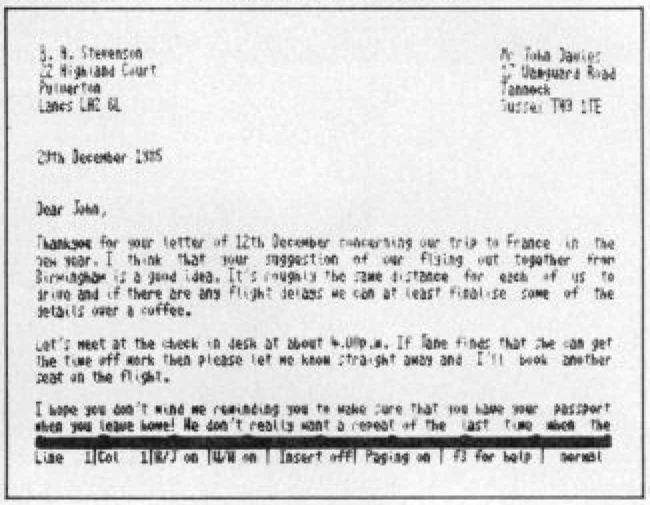


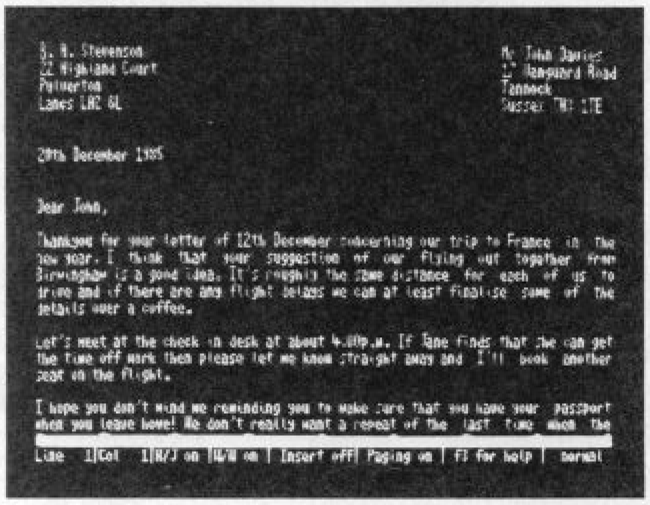
TASWORD 64

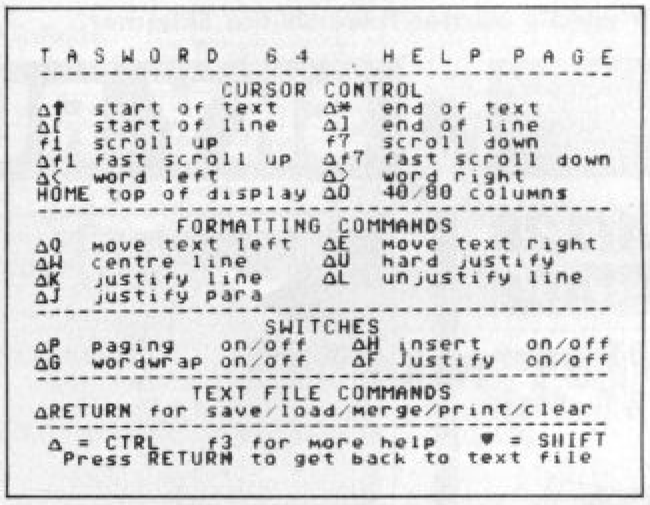
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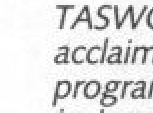
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latter involves Galaheart throwing himself at them, and then instantly back-tracking before he's killed. This can eventually be mastered, after great loss of life. Galaheart has only five lives to begin with, though there are extra life charms to be found.

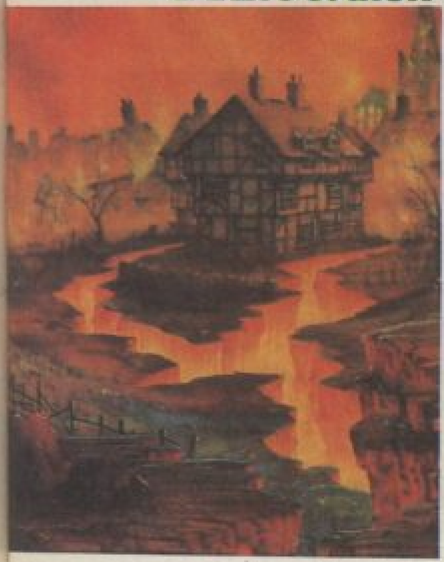
What elevates Firelord to another plane entirely, giving it the edge over most other arcade quests, is Steve's invention of a bartering economy. Inside the quaint cottages, inns and oast houses of Torot swell the trembling inhabitants — a motley collection of peasants, herbalists, gate-keepers, witches and wizards, knights, bishops and reeves, as well



The scenes look a bit like Stratford on Avon

FIRELORD

64/128
HEWSON
Price: £8.95/cass
£12.95/disk



Firelord is the latest game from the magnificent Steve Crow, and his first for Hewson. He's the author of *Wizard's Lair* and the award-winning *Starquake. Firelord!* is his best yet.

The scenario is the magical and medieval — save for the odd lamppost — world of Torot, a blighted land where an evil queen has stolen the sacred Firestone from the local dragon, and is misusing its awesome power to terrorise the inhabitants. They're too scared to leave their houses, and the streets and forests are peopled instead with spectral doppelgangers.

Into this mystical mess strides bold Sir Galaheart, whose quest it is to free the land by first finding the four charms of Eternal Youth, and then trading these with the queen for the Firestone, which must then be returned to the dragon for safe-keeping. The Quest for the Holy Grail was a doddle in comparison.

The countryside and its villages are beautifully depicted; trees, plants, quarries, and the hop-fields, oast houses and gabled thatched dwellings of Steve's native Kent. Sir Galaheart trots through this rustic charm at speed, reacting smoothly and swiftly to your joystick control (no keyboard option), doing his best to avoid the ghostly peasantry, and picking up edibles along the way to boost his ever-decreasing energy. He must also pick up other objects to increase his bartering power.

Though the apparitions are fairly easy to sidestep, if Galaheart collects one of the Enchanted Crystals he can extinguish them at a distance. There are also rampant bubbles to contend with, as well as mobile energy pools (which destroy his Enchanted Crystals) and fireballs. And just in case you're thinking all this sounds like child's play, there are secret passages marked by cobblestones and some exits are blocked by ice-flames and the occasional portcullis. Getting past the

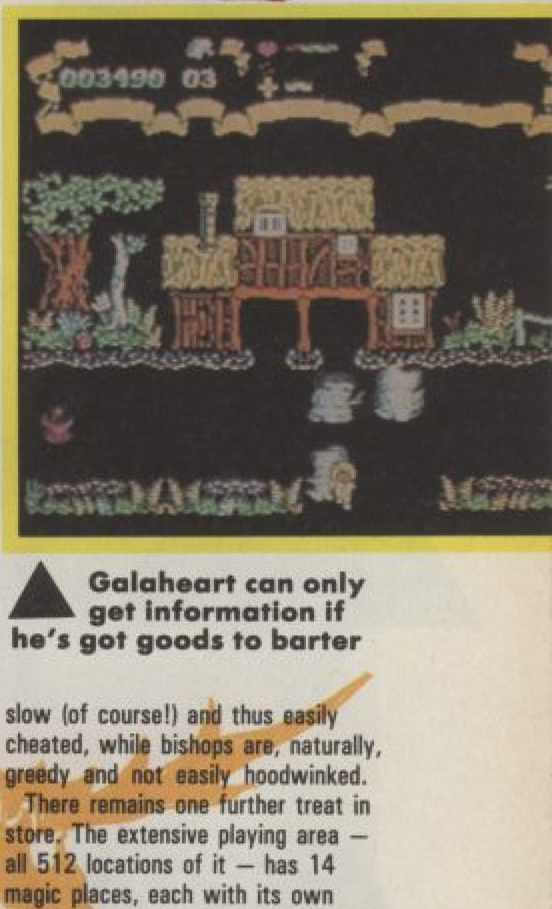
as dragons, an imprisoned princess, and the Evil Queen herself. All of these offer services which are available at a price.

Peasants can tell Galaheart where he is, gate-keepers will let him travel through their toll-houses, while the wise old man and the hermit can reveal essential information — such as which characters hold the Eternal Youth charms, and what they will trade for them.

Galaheart can enter any of these dwellings, and, provided he has goods in his possession — an Enchanted Crystal, a bag of gold, a candlestick or similar — then he can purchase the occupant's services. Bartering takes place on an icon screen, with the occupant looking down on the transaction from top right. By moving the cursor, you can select which of Galaheart's goods you wish to pay with, and the service you require. If the deal is satisfactory, the occupant will make an offer by displaying an appropriate icon. You can accept or decline, and either barter again, or leave.

If the payment asked is too high, then Galaheart can wait until the occupant is looking the other way, and then try to filch it. This involves moving the cursor over the Steal icon, and then in quick succession, over the icons of the service desired, the goods to be traded, and the consequent offer — all before the householder turns round. And if Galaheart is caught stealing, he's sent before the Reeve to be tried. In the trial scene you'll need some deft joystick control to prevent him from losing a maximum of three lives.

Bartering is crucial to the gameplay, but has the advantage of giving the characters some personality they would not otherwise possess. Peasants are dim-witted and



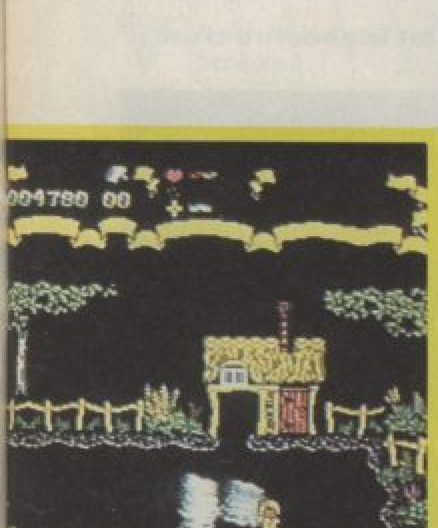
Galaheart can only get information if he's got goods to barter

slow (of course!) and thus easily cheated, while bishops are, naturally, greedy and not easily hoodwinked.

There remains one further treat in store. The extensive playing area — all 512 locations of it — has 14 magic places, each with its own code address, and these can be reached by bartering for a Timescape with a herbalist, witch or wizard and then selecting the correct code from the hundreds of possible permutations (I make it 961).

Everything about the game is just about perfect. I can't find anything to criticise at all. Very addictive, instantly playable, tricky as hell and a joy to look at, Firelord's overriding attraction is that it is so well done. Software craftsmanship at its best.

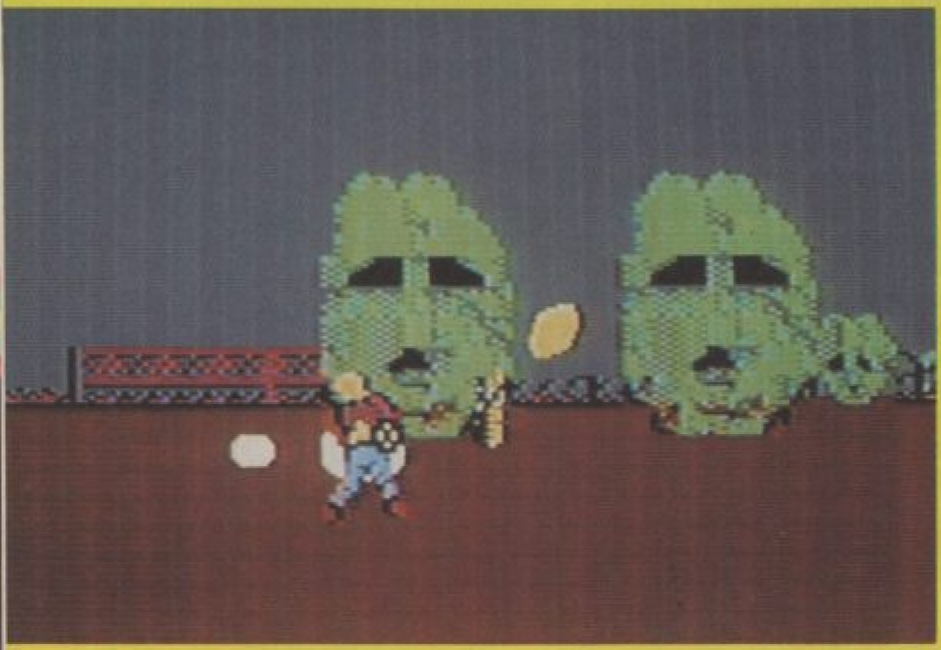
Bill Scolding



Enchanted Crystals help you to deal with the apparitions

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall



Spooky green faces impede you on level 2

The giant flies inhabit stage 4



C.U. Screen Star

SPACE HARRIER

64/128
ELITE
Price: £9.95/cass
£14.95/disk

C.U. Screen Star



Space Harrier takes the shoot 'em up about as far as I can see it going on the 64. In this latest coin-op conversion, Elite have succeeded in knitting a convincing 3D backdrop with tremendously fast-moving characters.

At first glance the game looks pathetic by comparison with the original. Sound, graphics, just about everything look like a pale imitation.

It's only when you play it that you appreciate the quality of the conversion. Cosmetics apart, Chris Butler has succeeded in reproducing the feeling of speed, flight, and panic which were the key ingredients of the arcade machine.

As you would expect there is a fictitious justification for all this frenzied destruction of computer-drawn space ships and creatures. It's all to do with 'Dragonland' — a once-tranquil place that has been overrun with evil.

A 'supernatural phenomena' is the cause of all this mischief and, yes Space Harrier pilot, it's down to you to fly through all the levels blasting the nasties until you get to the big so and so at the end of innumerable waves.

The game kicks off at break-neck speed. Your pilot hurtles through the air with his jet-pack on his back. There are no super-dooper space ships here. His weapon is carried in his arms — a super powerful laser that blasts anything in its sights to the sound of a loud, resonant bang from the sound chip.

If you hit a series of rocks the explosions can become deafening.

The first screen is one of the prettiest I managed to get to.

Shrubbery and trees zoom past the planet surface whilst giant rocks and neat formations of blue alien ships attack in waves.

At the end of this level you encounter your first dragon — wriggling, ducking and diving and incredibly difficult to score two direct hits on — enabling you to fly on to level two.

You get a really tough nasty at the end of every level. On level two you get your four faces, level three has a two-headed dragon (yuk!) and level four a robot and so on.

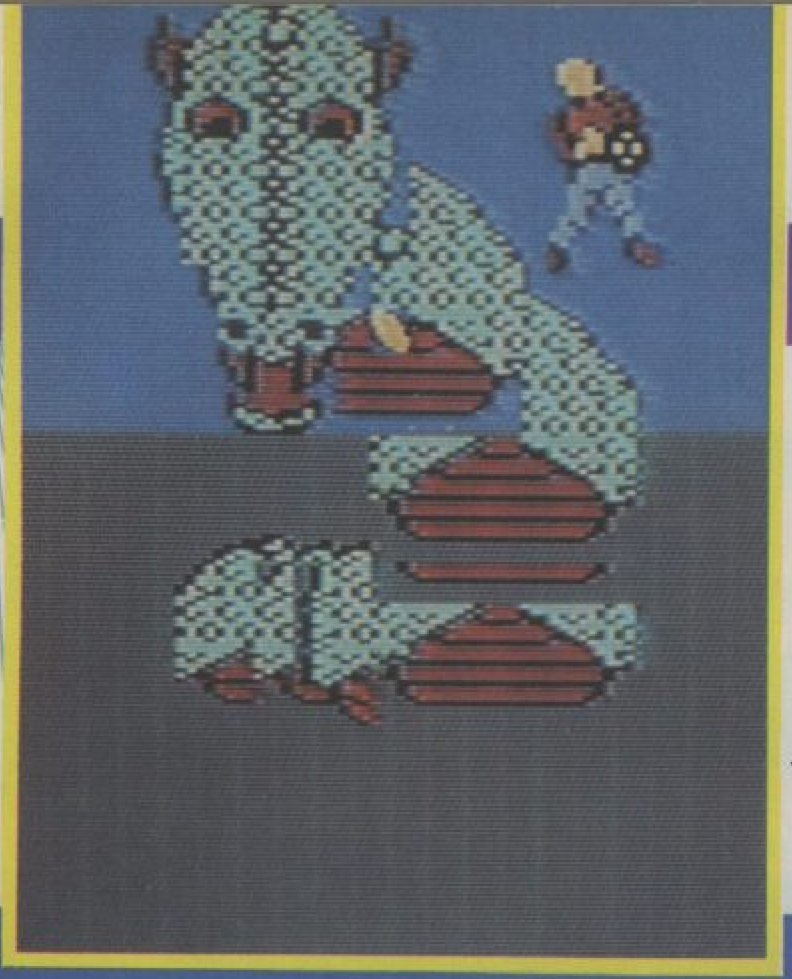
Altogether, there are are twenty two levels.

Certain objects cannot be blasted out of your way — like the pillars on level two — your laser fire just bounces off with a metallic sounding plink! Skilful flying and dodging is the key to these types of levels, spotting an object when it is just a tiny dot on the horizon and taking immediate evasive action.

Once you get past level one (you will after a few plays) you find yourself with just seven lives. Every time an alien scores a direct hit, or you collide with an object your pilot is thrown in the air by the force of the crash and a life is lost.

Look out, look out! Our pilot is about to crash





Take a deep breath and prepare to battle it out with the first dragon

A mark of how good the game is is that when this happens you might find yourself saying "fiddle sticks", "Oh dash it" or something similar. The point is you really care about losing lives because you want to get as far as possible.

My favourite level — of the ones I got to — was level three. There is nothing to be blasted here — just avoided. There are huge crystal-like boulders and tall mushroom-like structures that you fly over, or dodge at ground level. It's just the pure joy of flying.

One of the things I didn't like about *Space Harrier* were the graphical glitches. OK, the thing shifts like no 3D shoot 'em up ever did before — but the kind of glitches I mean are the obvious hallmarks of rushing the game out without thoroughly play-testing it.

Occasionally a graphical block will appear where an explosion should have been. As there are several perfect explosions in the game the only conclusion is that Elite couldn't be bothered, or didn't have time, to tidy up these glitches before the game was released.

That's just one example, there are several. The point is a top ranking company like Elite shouldn't be doing this sort of thing.

To put these glitches in perspective I would say they were more irritating than game-spoiling. It would be impossible to spoil such an excellent and super fast shoot 'em up.

Like so many Elite games before it, *Space Harrier* has that elusive, indefinable quality of addictiveness. Forgive the cliche but you just can't put it down. If you buy this you won't load much else until you have clocked it. Takes its place in my Top Ten best ever shoot 'em ups for the 64 — at about number 4.

Eugene Lacey

C.U. Screen Star



The Droids are the toughest opponents — one hit is not enough

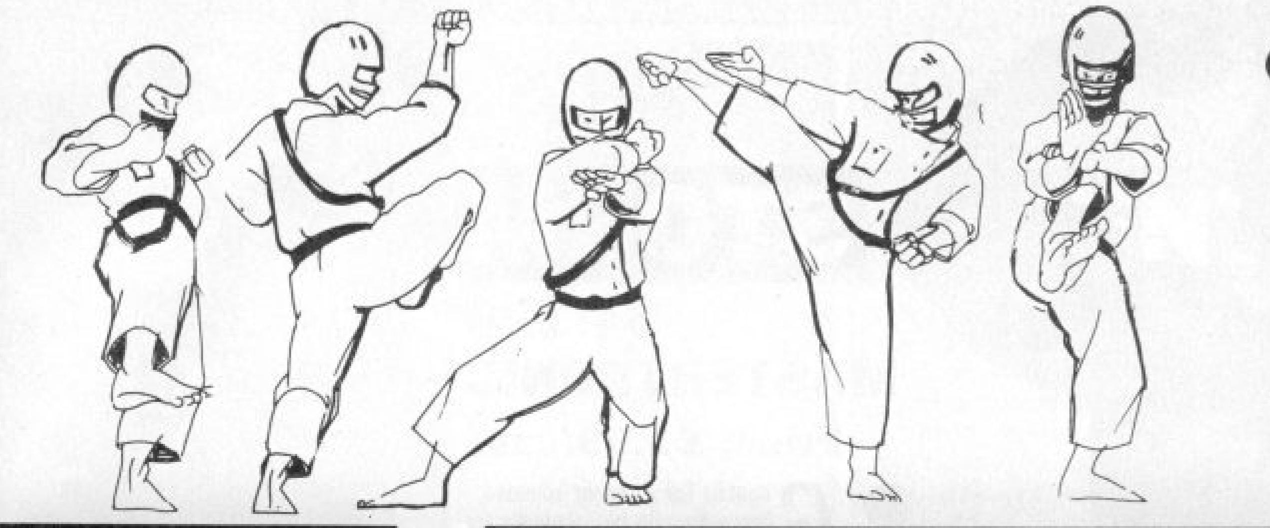


Authentic copy of the original arcade title screen.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



been dramatically simplified so you can punch and kick in only two directions. Gone are the twenty moves from a single joystick. Instead you must thrash your opponent with as many blows as you can before he drains your energy and costs you one of your four lives.

To escape you will not only have to beat an inexhaustable supply of clinically punching and picking

● KNUCKLEBUSTERS

64/128
MELBOURNE HOUSE
Price: £9.95/cass £14.95/disk

Melbourne House were the first to release a kung-fu game in the form of the legendary *Way of the Exploding Fist* and it seems that they are determined to release the last one as well. They've also just released a trilogy of kung-fu games called Martial Arts Triathlon consisting of *Fist, Fighting Warrior* and the unreleased *Karate Chop. Knucklebusters* could have easily been included in it.

The game is set in the future when a third of the population are locked up in state prisons and subject to corrective surgery to solve the overcrowding problem and also produce an almost unlimited supply of android prison guards.

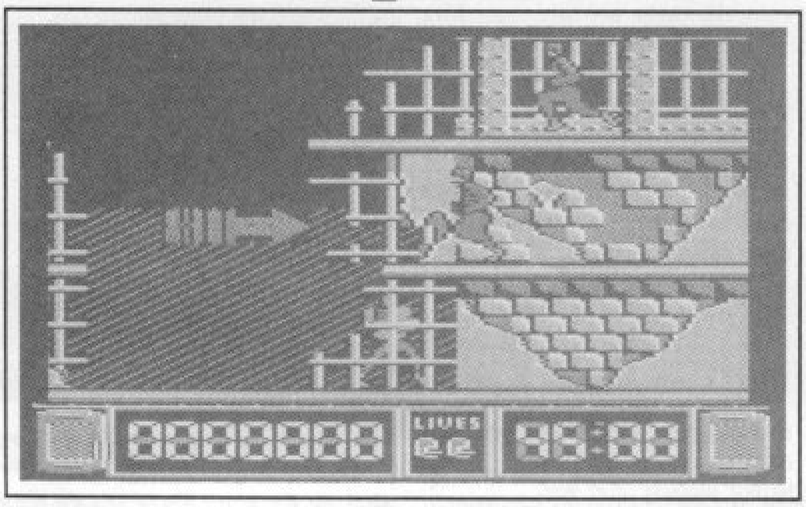
You play Deke who's decided it's time to escape before they operate on him. Wrenching a PCB from the wall he makes his escape but also accidently sets the central computer to a self destruct program that would destroy the prison, city and you, as Deke, unless you escape in the next 17 minutes.

Naturally, the guards will try to stop your efforts, not with lasers that have been banned by the Convention (the Melbourne House Convention of not spoiling yet another kung-fu game by letting you blast the enemy with lasers?) but in "lethal, clinical, hand-to-hand combat". Curiously the action has androids but also navigate the maze of levels that will lead you from the cell blocks, through the guard area and the prison wall and through the city's downtown precinct until finally you arrive at the single exit through the city wall.

Each level is represented on screen by three levels of platforms that you can leap between to avoid guards, find doors or search for objects. These are usually hidden in oildrums or boxes and can be revealed with a swift kick (after you've fought off the guarding android). It's usually worth the effort since you can find keys to unlock doors that lead to other areas, energy giving snacks, bonus points and extra lives even though some are booby trapped.

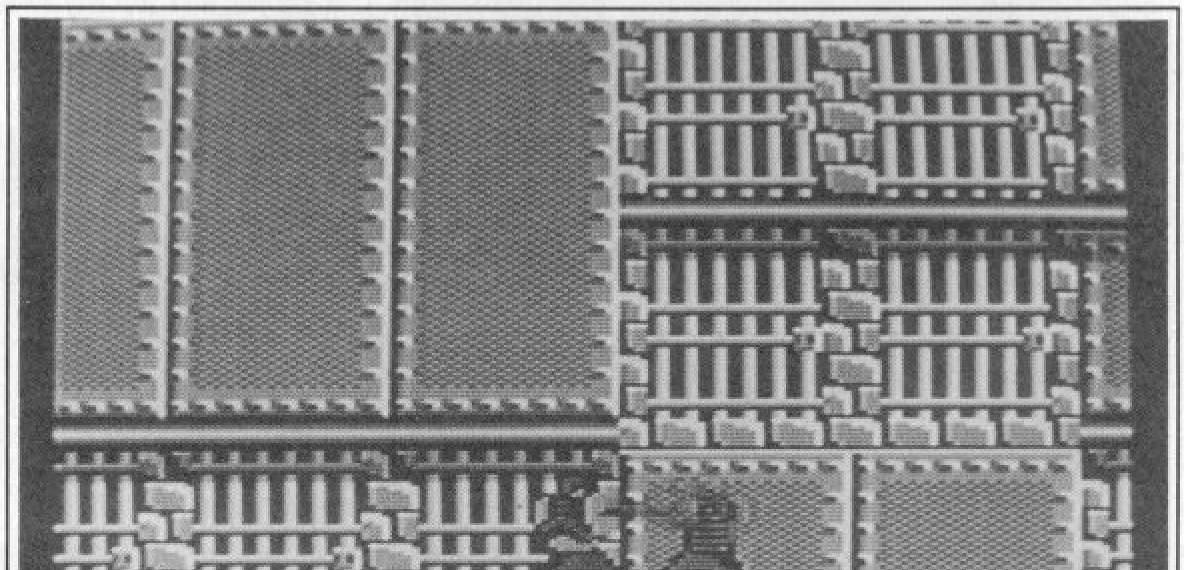
Unfortunately, not even five types of androids, impressive background graphics or the boppy background music can save the *Knucklebusters* from the obscurity of being yet another Kung-fu game.

Tony Hetherington



the end of the complex. Mappable — just. ▲

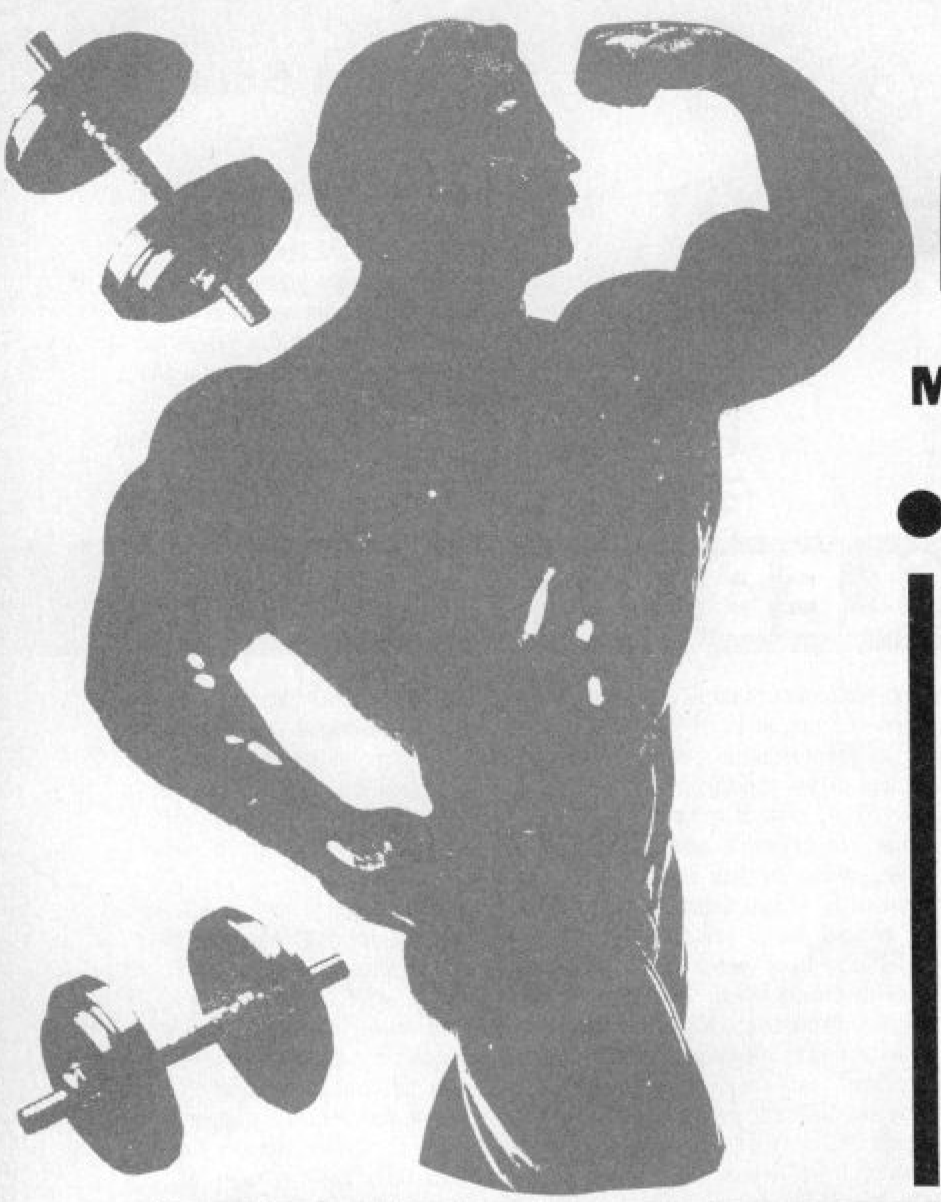
Deke battles it out on the bottom level. ▶





Graphics	8
Sound	6
Toughness	6
Endurance	6
Value	6

6 Overall



STORM

64/128
MASTERTRONIC
Price: £1.99/cass

Gauntlet for a tenner sounded like a bargain but *Gauntlet* for two quid sounds too good to be true. And it is.

Storm, a two player maze game comes across as a *Gauntlet* clone, but you're better off avoiding the comparisons and just treating it as what it is. It doesn't bear comparison to the US Gold conversion.

The plot is simple. You play Storm, a musclebound hunk of a man, whose wife, Corinne, has been abducted by the ludicrously named Una Cum. Together with your trusty old mate Agravain the Undead, you enter the castle and begin searching for your old lady.

The first thing you'll notice as you begin is the curious birds-eye view you get of the characters which make them look like a couple of paraplegic crabs. This immediately detracts from the playability of the game since it's so hard on the eye. To make matters worse you often walk into shadows of colour which make it difficult to see what the hell you're doing.

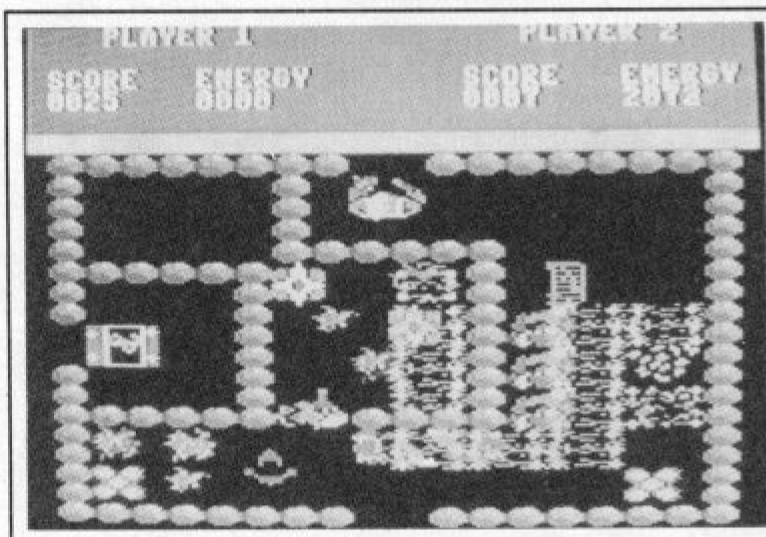
Another irritant is the joystick control which necessitates that you point yourself in the right direction before walking that way.

As you both work your way around the maze in search of the snake broaches which will unlock the door to the laboratory where Corinne is held, you'll encounter typical *Gauntlet*-like objects. Nasties appear from generators which you can shoot out (although these reappear when you re-enter the room); keys, which you need to open certain doors; food, which gives you extra energy; and symbols which operate traps.

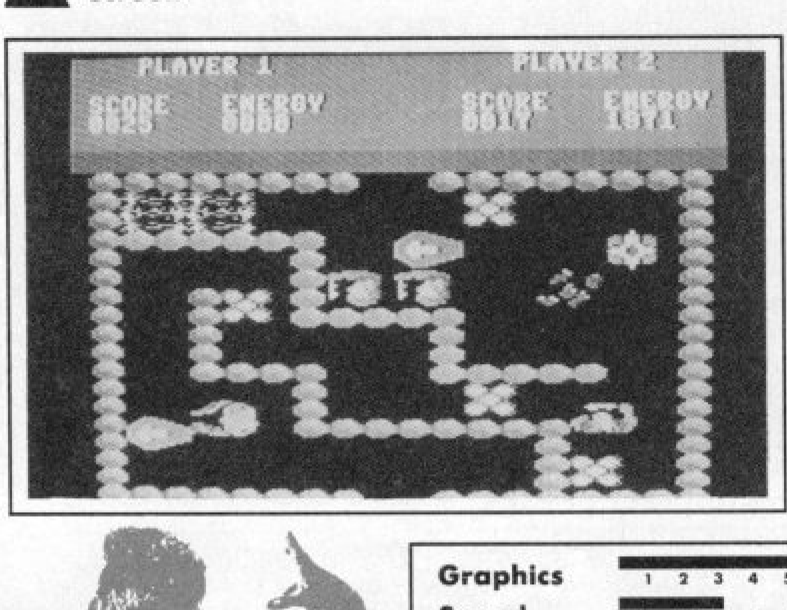
There's lots of tooing and froing in various directions and you'll often have to retrace your steps to enter a different part of the maze. Map making becomes essential.

My first reaction to *Storm* was one of repulsion, but it's not that bad and if you treat it as a maze game you'll feel a lot happier. But *Gauntlet* this ain't.

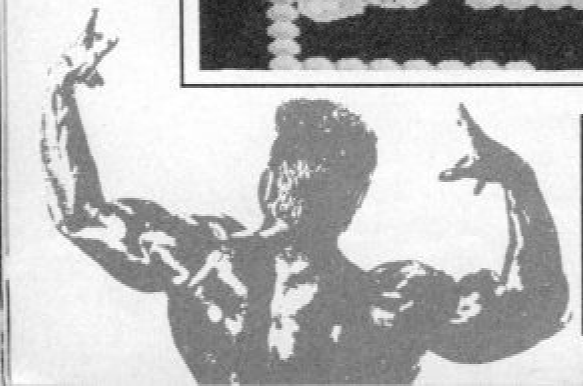
Mike Pattenden



You're the two-legged crab at the top of the screen



Looks like an evil room but the coffins are harmless



	Rating (1–10)
Graphics	6
Sound	3
Toughness	7
Endurance	7
Value	7
Overall	**6**



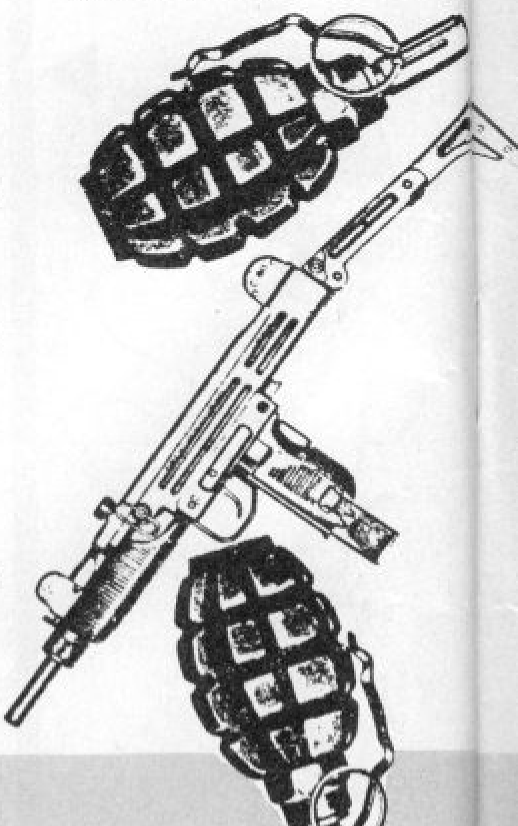
C64
ARGUS
Price: £8.95/cass

If you fancy a change from all that alien blasting then why not try galactic gardening! Swap your planet blasting bombs for seed pods as you sign up as a futuristic farmer in this latest game which Argus tastefully chose to name after a virulent crop spray the Americans used to clear the jungle with during Vietnam.

You begin the game with a mothership and eight seedplanting, plant-havesting, alien-blasting daughter ships that must farm the planets in your system.

Your ultimate aim is to reach the eighth final planet in the system and fill your ships with the universal weedkiller Agent Orange and rid your

64/128
MASTERTRONIC
Price: £1.99/cass

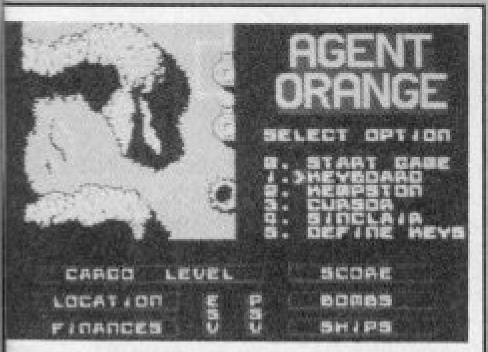




▲ You never thought weedkilling could be like this

AGENT ORANGE

crops of the constant threat from alien weeds. These weeds are planted by aliens ships that also like planting you.



▲ Looks as though they forgot to take out the Sinclair options

The screen display shows a horizontally scrolling top down view of the planet surface you're currently flying over which shows craters, buildings, roads and surface cracks that restrict the growth of your plants. Below this are instruments showing your score, ship's energy, seed pods, number of daughter ships remaining, financial state, planet name and the weight of plants collected in your cargo hold.

When you first land on a planet you will have to deal with two problems before you can start planting.

The number and strength of the aliens increases the further you get in the system and the nearer you get to Agent Orange. Blasting the aliens leaves a seed pod that you can collect for bonus points or to use yourself. You can also blast the alien weeds to halt their growth.

Planting your seed pods is easy but it must be done in clear weedless ground otherwise they won't grow. Their growth follows the rules set out in the old computer game "Life" and depends on the colony shape that alters as more plants appear. You can harvest the plants as they mature (turn red) and store them in your cargo hold. This should be done carefully as skillful harvesting can actually increase the colony and the money you'll earn from it whereas a lack of thought can squander your seed pods and your chance of completing the game.

Whenever you have conquered a planet by blasting all the aliens you can either progress to the next planet or return briefly to home base to cash in your crops. You can also



▲ Return to home base and cash in your crops

trade in your old ships and with the money buy bigger, better and stronger ships to take on the more powerful aliens that lie ahead.

Agent Orange is not a classic or even likely to be a top ten hit but it's fun to play and would have made an ideal budget game.

Tony Hetherington

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5
Overall

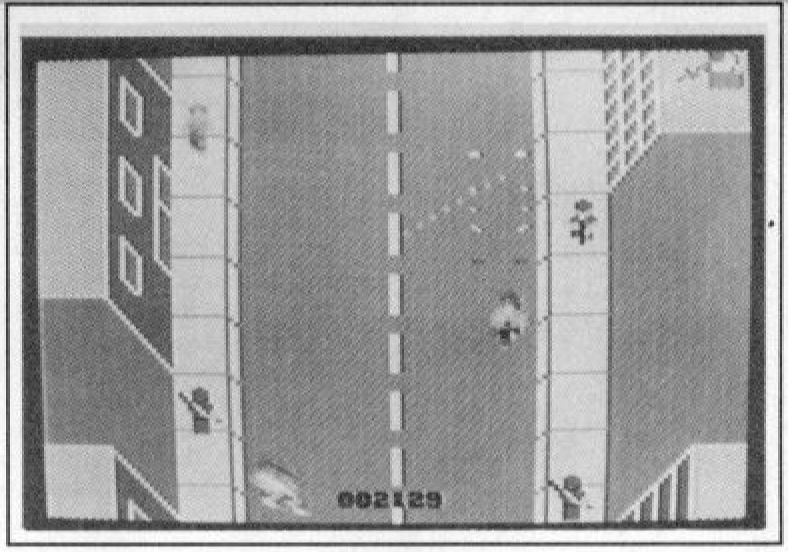
S.W.A.T.

S.W.A.T., stands for "Special weapons and tactics". In America the S.W.A.T. team are the people who are called in, when the job is too much for the conventional forces to handle.

You are the poor chap who has to take control of a three man S.W.A.T. team for their toughest assignment yet. There is pandemonium in the west side of L.A. Most civilians have managed to evacuate, but we know some are still in there. The gangs have taken hostages and it's your unenviable task to blow away as many of these terrorists as possible and regain the hostages unharmed.

You are armed only with your rifle and are attacked from all directions by baton wielding psychos. The game scrolls upwards and yes, you guessed it, it plays just like an urban *Commando*. You walk down the main street with another two S.W.A.T. members on each side of you. The other two S.W.A.T. members do absolutely nothing until you get killed and then you control one of them. Apart from bullets you also get grenades thrown at you. These grenades are a little different from the ones in other games of this kind, as they never travel more than two feet, and often kill their thrower.

You must be careful who you kill in this game as there are still a few dozy civillians strolling carelessly about. If you kill one of these a thousand points will be subtracted from your score.

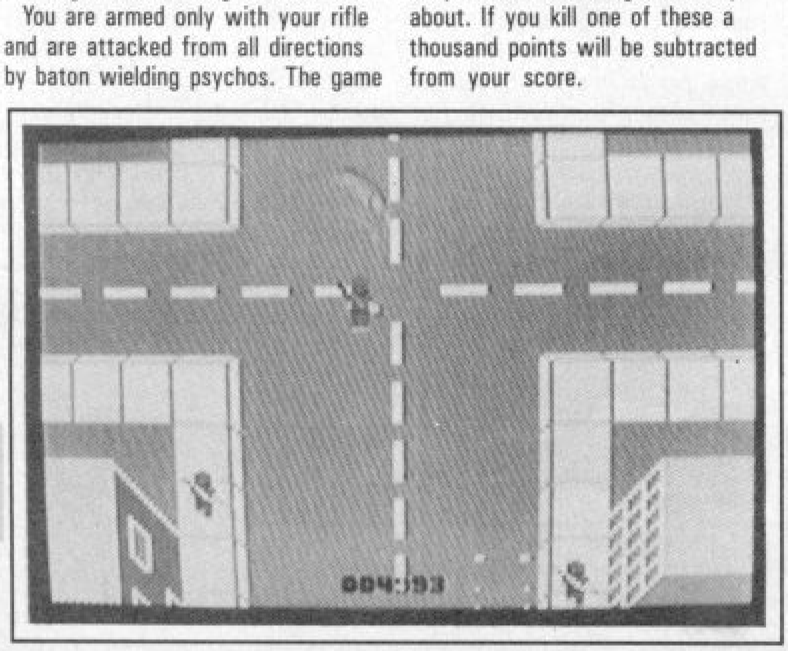


▲ Snipers take pot shots at you from the rooftops.

The game is set out in levels. On each level you must make it up through the riot to the top of the street, until you come to a crossroads. At the crossroads you will encounter a huge gang, you must kill all of them. When this is done the leader will come running holding the hostage next to him. You must shoot the leader without harming the hostage or again you will lose points. As you get further bigger gangs will appear, upturned cars will block the road, and a lot more people will be trying to waste you.

Graphically S.W.A.T. is adequate with nothing to shout about. The sound is also pretty basic with average touches. The real quality S.W.A.T. has are that it's simple and fun to play, and it's very cheap.

Ferdy Hamilton



◀ You're at the crossroads but where is the huge gang?

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

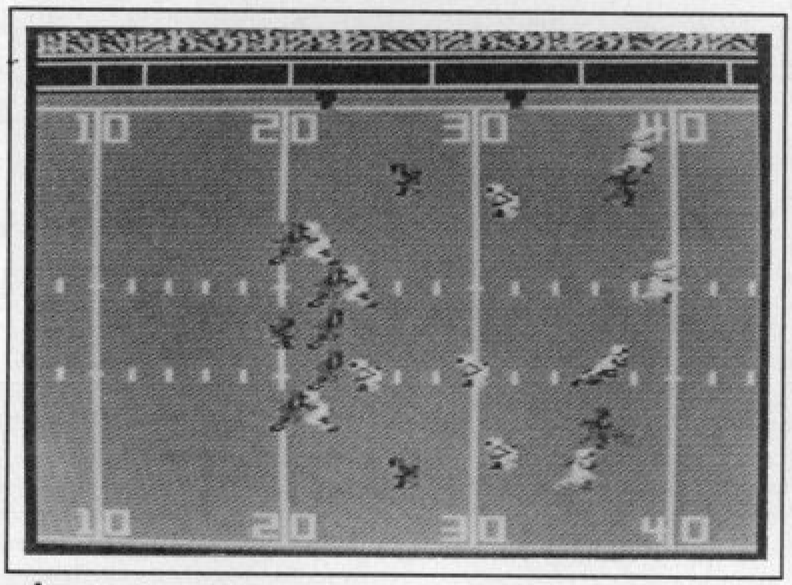




C64
NEXUS
Price: £9.95/cass
£14.95/disk

147 million people watched the Chicago Bears destroy the New England Patriots in the 1985 Super Bowl. Now you can take control of twenty classic Super Bowl teams in a game that can be played in three different ways. Either head to head against a human or computer opponent or in a semi automatic mode leaving you to call the important plays.

The matches you can play can be either replays of ten classic Super Bowls or fascinating conflicts between teams from different eras. You can match the John Riggins running magic of the 1982 Washington Redskins against the "perfect" Pittsburg Steelers of the Seventies led by Quarterback Terry Bradshaw.



▲ **Bruises galore in Nexus' yankee football game.**

● SUPER BOWL SUNDAY

Other teams included on the game tape/disk include of course, the 1985 Bears and hapless Patriots as well as Joe Montana's 1983 San Francisco 49ers, the unique 1981 Raiders (then the Oakland Raiders) led by Jim Plunkett, Miami with Dan Marino in 1984 and without him in 1982 and 1974.

The earliest game included in the collection is the 1966 contest between the Green Bay Packers and the Kansas City Cheifs but you probably weren't even born then!

Channel 4 began it's TV coverage of American football in 1982 and attracted a large following for this fascinating sport that then spawned a series of computerised conversions with this game being the latest and the best so far.

The screen display shows all eleven men on each side lineup for the 'scrimmage' to carry out the plays that you enter. These range from the short yardage Quarterback sneaks or sweeps to the 50 yard long passing plays!

However you must remember the abilities of the team you are playing with and the team you're playing against as the game resolves the plays by using the actual running, passing and kicking statistics of the teams involved.

Luckily these figures are handled in a highly playable form in this "animated strategy" game leaving you to concentrate on your game plan.

On defence you must choose to field either a normal defence or one geared to stop either running or passing plays which you can finely tune by keying on certain players. This highlights certain opposing players that your defence is going to clobber. It might be a specific running back, or a wide receiver or perhaps even the Quarterback. If you're right then you'll stop them in their tracks but if you're wrong you would give away a lot of yards and maybe even a touchdown.

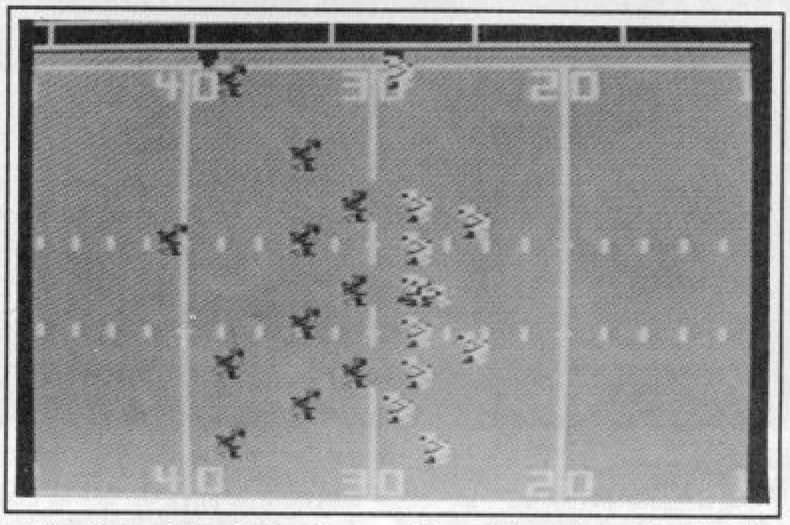
The onscreen footballers then carry out the action in bonecrushing style although occasionally the animated action bears little relation to the internal maths with some irritating results. For example, touchdowns are scored when you see your defence pull the man down just short of the goaline. Particularly annoying when it happens with the last play of the game! Despite this you'll soon be back on the sideline calling the plays in another game.

The game can be played over 5, 10 or the actual 15 minute quarters.

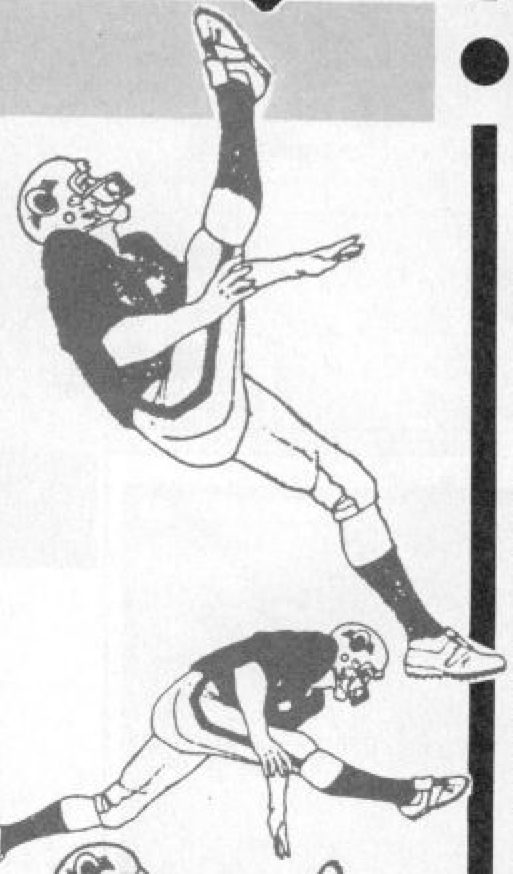
If you don't have the stamina for calling all the plays in a game or you're a rookie coach then try the automatic mode. The computer will then play itself in a demo calling both the offensive and defensive plays until you press the fire button. Then you can call the important plays until you return it to auto mode. This is a great way to learn the game and you'll be surprised by how much you're glued to the screen right up to the last play of a game.

Finally, Nexus plan to extend the game with an expansion tape containing the stats for the 1986 winners and all 28 NFL teams.

Tony Hetherington

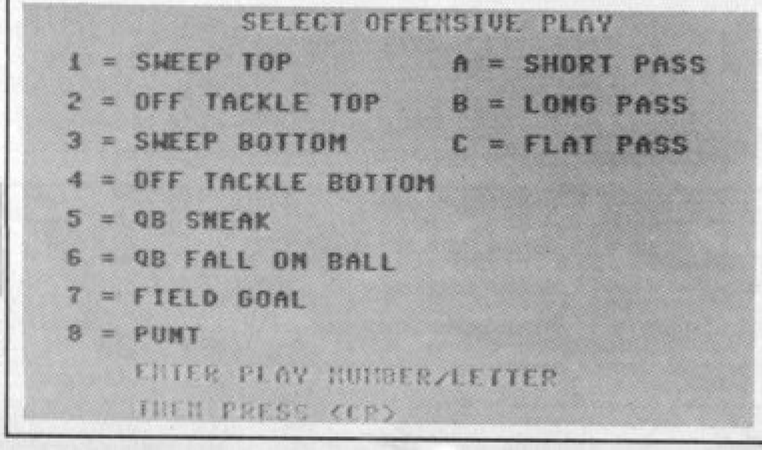


▲ **Super Bowl Sunday — "best American football game yet".**





Choose your move and implement it with the joystick. ▼



Rating (scale 1–10)	
Graphics	7
Sound	4
Toughness	7
Endurance	7
Value	6
Overall	7



21st CENTURY WARRIOR:
Apache GUNSHIP
The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.
Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.
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By the power of US Gold come two games based on He-Man, Orko, Skeletor, the Sorceress, and company. There's an adventure as well as an arcade game. We have the story.

Most people had grown out of He-Man by the time they got their first computer.

The lump of grey plastic that is supposed to be Castle Grayskull, and set your old man back twenty quid, seldom seeing the light outside the cupboard under the stairs.

Strange then that US Gold should launch two games based on the He-Man comics, cartoons, and toys, when many computer gamers are a good bit older than most Masters of the Universe fans.

"Nothing strange about it at all" says US Gold's Richard Tidsall. "The cartoons appeal to 10, 11 and 12 year olds and we know that many adults watch them too. Masters of the Universe has a huge following and we don't consider it to be limited in any way."

The Birmingham firm are launching an arcade game and an adventure based on the cartoon series that was in turn responsible for millions of plastic He-Men rolling off the Mattel Toys production line.

The adventure is being programmed by US Gold's Brummie neighbours at Adventure International but the arcade version is coming all the way from the Hungarian capital of Budapest.

Could this be a communist plot to destroy all the West's 64's? (There are no C16 versions planned). When He-man reaches a certain level, points his sword towards the sky, and shouts "By the power of Grayskull" will the whole lot go up in flames?

Nothing as dramatic I'm afraid. The plot pits the flaxen-haired super hero against his arch enemy Skeletor.

Ugly, skull-faced Skeletor, has discovered a powerful Ilearth Stone deep beneath Skull Mountain. The stone has been used to overthrow Castle Grayskull, banish the Sorceress, and enable Skeletor to create an army of clones for the final assault on the Palace and to achieve his plan of becoming Lord of all Eternia.

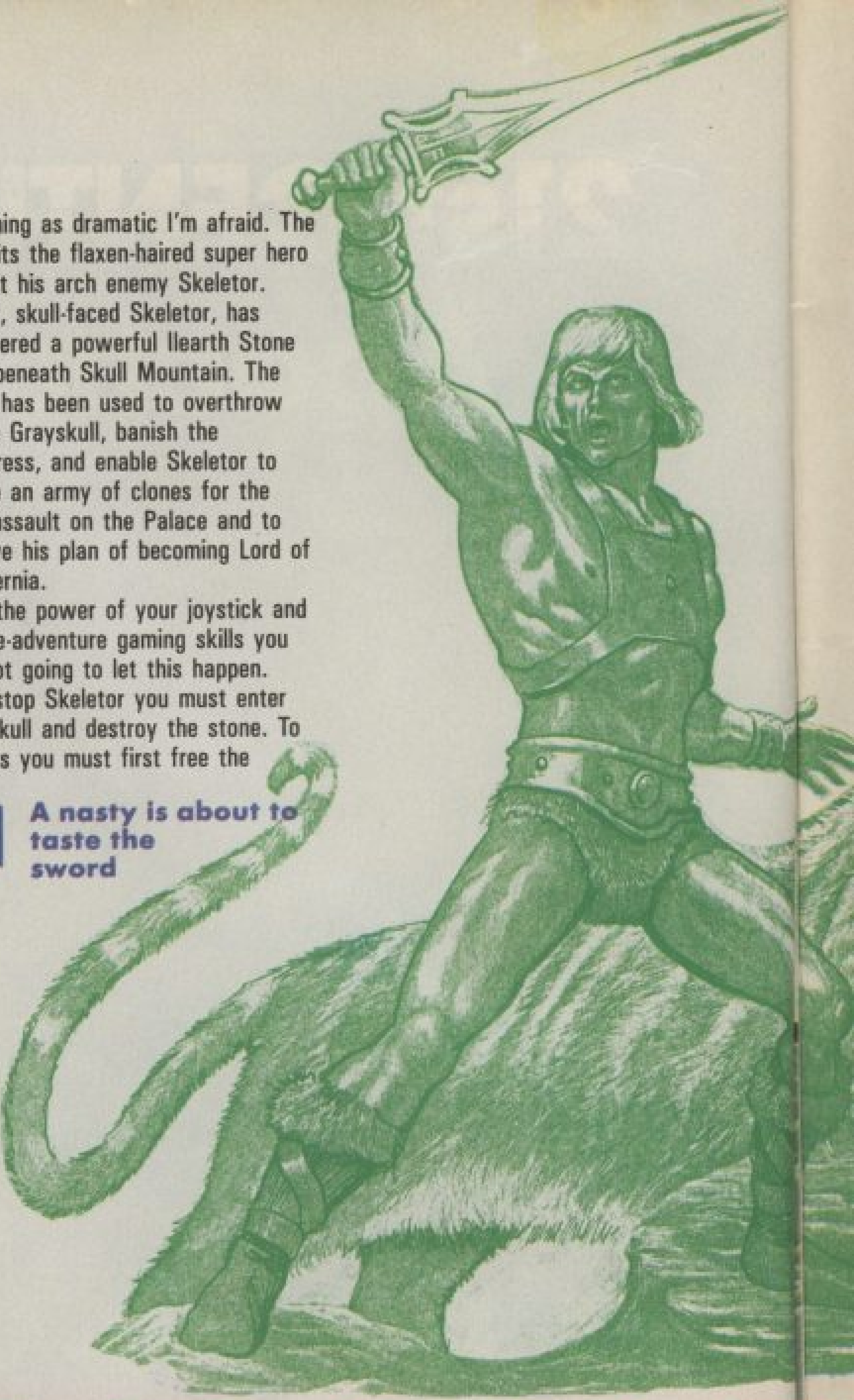
By the power of your joystick and arcade-adventure gaming skills you are not going to let this happen.

To stop Skeletor you must enter Grayskull and destroy the stone. To do this you must first free the Magician Orko who has been trapped by the evil Skeletor by one of his own spells that went wrong.

Only the combined power of Orko and He-Man can win this fight. Orko's magical power is needed to turn the sword into Atom Smasher, He-Man to wield it.

Needless to say we are talking arcade adventure, here. It had to be really, imagine how absurd it would have been to play a sort of Skeletor Invaders.

At first glance the graphics of the Castle seem impressive enough. A little Spectrumesque, maybe, but plenty of detail of stone work. Skeletor clones and He-Man fly





A nasty is about to taste the sword

MASTERS OF T

Strange decree from the king. What can it mean?



A skeletor clone blocks He-Man's path



through the air.

The display panel shows He-Man's sword status, the number of Skeletor clones slain, status of body shield, and "Moons Till Doom", — yes there is a time limit.

We will have a full review of the game in the next issue.





▲ Meet Evil Lin and watch out for her spells

▼ Follow the yellow brick road



adventurers will solve about 50-60% of it in a few days but the end of the game — getting to, and defeating, Skeletor is a pig".

Woodruffe stresses the logicality of the puzzles in the game "We don't go in for this stand on one leg, stick your finger in the ear type business. Some of our puzzles are tough but they are always logical.

A useful aid to the Masters of the Universe adventurer is the new 'BOM' command. This enables you to go back one move if you made a silly mistake — pretty useful for adventure dunces like me.

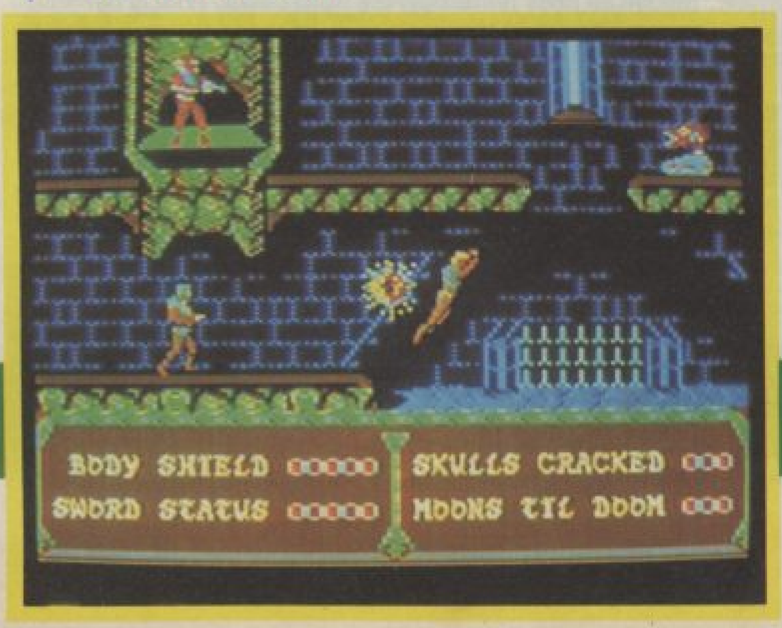


THE UNIVERSE

The Adventure Game

You'll never guess what. Skeletor has come up with another devilish device designed to win him control of Eternia.

▼ Up, up and away



This time it's an 'Earthquaker' — a device that controls an army of Rockbinders. These hulking creatures are constructed from boulders and have the power to gnaw their way through solid rock.

The Rockbinders are difficult to destroy as their construction enables them to rebuild themselves after injury in battle.

As the game begins the Rockbinders have already nibbled their way to the borders of Eternia.

Playing the part of Adam, Prince of all Eternia, you must take up the Sword of Power and assume your alter-ego — He-Man — to take on Skeletor and his evil creatures.

In order to do this you must first find the Sword of Power — hidden in Castle Grayskull.

The Sorcesess is also worth talking to as she knows of another powerful weapon — the Hexagon of Heliatron — that can freeze the various baddies that Skeletor has in is employ.

The adventure was put together by Mike Woodruffe and his team at Adventuresoft. Mike told us that the game is "easy to explore but difficult to solve. Most reasonable

Graphics are also quite promising in the adventure — check the Evil-Lin for example. She of the awful locking spell. (Actually it isn't that awful, but to prevent a deluge of mail to the adventure help line I'll give you a clue. Smash hit record from Van Halen).

The pictures get better still in the Shadowlands — where the majority of the adventure takes place. A sort of weird abstract landscape.

Keith Campbell has been playing this game all week and we will be publishing his review next month.

I phoned to find out how it was going. "First impressions are quite good. They resisted the temptation of going for a very simple 'kiddy' adventure. It really seems quite useful but I'm not going to say any more or you won't read my review in March."

MASTERS OF THE UNIVERSE™

COMPETITION

by the power of US Gold and Commodore User we have some fabulous Masters of the Universe prizes to give away to mark our cover story about the games.

First prize is a super Masters Bounty Bag. This will contain a whole host of He-Man goddies: a complete set of videos, both games, comics, toys, a US Gold sweat shirt to keep out the winter chill, and a CU T-Shirt for the Spring.

Thirty runners up will each receive a copy of the arcade game and the adventure.

All we want you to do is answer the questions below about Masters of the Universe. And then we want you to invent a new character for the story. The character can be either bad or good, animal or man/woman — anything you like really, as long as it's Masterish.

Draw your character and send it to us and remember to write your name and address clearly on the back of your drawing. We are looking for good ideas as well as good drawings.



Entries should be sent to He-Man Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. To reach us no later than Feb 26 (two days before the Ed's birthday). You must also include the completed form below.

Question 1. A well known Masters character is not mentioned in the preview, though he does feature on the front cover. Who is he?
Question 2. Who is the magician whose spells don't always work?
Question 3. What does He-Man say when he holds his sword towards the sky.

Answers (1) .... (2) ....

(3) ....

Name ....

Address ....

....

....

We're always sounding off about the games we like. So two months ago, we gave you the opportunity of voting for the games that did most for you in '86. Thousands of you sent in entries and we've used our massive computing power, a C16, to collate the results. So here they are — what was hot and what was not in '86 — according to you, the Commodore User readers.

COMMODORE 64/128

your Fave

BEST ARCADE GAME

1 Best Beat 'em up

Winner: **International Karate**

A clear winner this one. Looks as though you all prefer to do your kicking and punching against international backdrops. Fist II (what else?) made second place with flying kicks to spare over Yie Ar Kung Fu.

2 Best shoot 'em up

Winner: **Uridium**

The Braybrook classic shoots the rest out of sight. Both Sanxion and Green Beret made a good showing but couldn't live up to the charisma of the Dreadnought-zapping Manta. Honourable mention for Warhawk, probably the best value blast per pound around.

BEST ADVENTURE

1 On tape

Winner: **Kentilla**

This one surprised us a little as it appeared nowhere in last month's Superstars supplement. Kentilla is a veteran adventure and its appearance last year as a Mastertronic cheapo must have done a lot to make it more popular than the Pawn. Other major contenders were Price of Magic and Bored of the Rings. The Boggit tried hard but just missed out on the placings.

2 On disk

Winner: **The Pawn**

It didn't make the tape section but there was no stopping The Pawn winning the best adventure on disk. It scooped the honours with the rest of the field nowhere in sight. Lord of the Rings just managed a decent showing.

BEST STRATEGY

Winner: **Vietnam**

Those American masters of simulation, Strategic Simulations International, came up trumps with Vietnam, a game that dealt sensitively with a major chunk of American history. It seems that you liked the approach — no other strategy got anywhere near it. A long way behind, Fourth Protocol stole second place spot from They Stole a Million.

BEST SIMULATION

1 Sport sim

Winner: **World Games**

No matter what the game, it had to be Epyx. But it looks as though you all preferred weird sports like barrel rolling and tossing the caber to more conventional pursuits. Needless to say, Winter Games made it to the tape second, and Go for Gold lived up to its name and got the bronze (some mistake here? Ed).

2 Flight sim

Winner: **Ace of Aces**

You lot just can't do without your daily dose of zapping, can you? Faced with the choice of delivering mail or fighting the invaders during the Blitz, most of you went for the latter, leaving Solo Flight II in a respectable second place. Of course, we gave Ace of Aces a Screen Star in December. That's not bragging is it?

BEST ARCADE ADVENTURE

Winner: **Dan Dare**

We're all much too young to remember the Dan Dare comic strip but we loved the game, that's why it also got a much-covetted Screen Star. So did you it seems, because it got more votes than the other leading contenders, Antiriad and Ghosts and Goblins. Digby tells us he was very pleased — over and out.

BEST PROGRAMMER

Winner: **Andrew Braybrook**

With Uridium and Alleykat under his belt in '86, it's no wonder Andrew Braybrook won this category hands down. Not much competition was to be had from joint second place Jeff Minter (hairy hardy perrenial) and Chris Butler (Ghosts and Goblins supremo).

BEST SOFTWARE HOUSE

Winner: **Elite**

It had to be Elite, didn't it? The Walsall Wonders started the arcade boom and converted more coin-ops than anybody else. They saved me a fortune on Paper Boy, not to mention Ghosts and Goblins (you mentioned it. Ed).

BEST ARTWORK

Winner: **Winter Games**

You all got a little confused about this one, whether to vote for a particular game or a software house. Gremlin and Mastertronic got lots of mentions but we really wanted a particular game. And the clear winner was Winter Games — the insert could have been a scene from Ski Sunday.

Games of '86

WALLY OF THE YEAR

Winner: **Jeff Minter**

Mike Pattenden had to put a brave face on it, he only managed joint second place with a certain Gary Penn. Poor old Jeff was streets ahead as the outright winner. It seems you either love him or hate him, take him or leave him etc. Our own vote went to the Wally who nominated Ferdy Hamilton as Best Programmer. Ferdy's idea of good programming is EastEnders.

WORST GAME

Winner: **Ninja Master**

You were all really undecided on this one, a whole load of games crept into this slot. Honourable mentions went to World Cup Carnival and Knight Rider, with Max Headroom and Sam Fox Strip Poker not too far behind (or should I say in front?). We were in no doubt as to the actual winner — Ninja Master is the only game we've ever reviewed that got an overall mark of zero.

C16 and Plus/4

BEST ARCADE GAME

1 Best beat 'em up

Winner: **Frank Bruno's Boxing**

Nobody beats 'em up better than Frank (cheers, Harry) Bruno, so it's no wonder you voted Elite's boxing game a clear winner. Elite got in again with second place Ghosts and Goblins, followed by International Karate in third place.

2 Best shoot 'em up

Winner: **Reach for the Sky**

Gremlin's rip-off of 1942 cruised into the top spot and revitalised our interest in vertical scrolling zappers. Terra Cognita shared second place with the graphically excellent Xcellor8 (shame about the name). Hyperforce was sufficiently weird and wacky to grab a good fistful of votes.

Winner: **Savage Island**

Disappointing, this section. It seems that adventures and C16 owners don't mix very well. Still, out of the small number of entries received, Classic Adventure made it to second place.

BEST SOFTWARE HOUSE

Winner: **Gremlin Graphics**

Definitely a two-horse race, this one, between Gremlin and Anco. We'd have been satisfied to let them share the honours but you decided, by a single vote, to give it to Gremlin. We say well done both of you for keeping the 16 well stocked with games last year.

WALLY OF THE YEAR

Winner: **Ken McMahon**

You get your own back on the man who's written the nastiest reviews of '86. Ken was real pleased and says he's sharpening his poison pen (actually, he writes with a poison 64). Joint runners up were Fikret Ciftki and Mike Pattenden. Ugly scenes in the CU office as Hotshots Mike tries to snatch Ken's award.

WORST GAME

Winner: **Mount Vesuvius**

One of the early Tynesoft efforts that would have been better off staying in a locked cupboard. Still, there was a huge list of fellow competitors, led by the likes of Slippery Sid, Auriga, Suicide Run and Death Race 16. Most of that lot should have had a health warning printed on them.

BEST STRATEGY

Winner: **Finders Keepers**

The Mastertronic cheapo stands the test of time. Originally converted from the Spectrum, it's proved to be a good game for both platform and puzzle freaks. Oblido, another Mastertronic cheapo, got squeezed into second place, an original and colourful game that would do well to be converted for the 64. How about it MasterT?

BEST SIMULATION

1 Sport Sim

Winner: **Winter Events**

Anco's brilliant piece of graphic programming makes a ski jump to the top slot, a worthy C16 alternative to all those Epyx programs for the 64. No other game even got close — that's what a CU Screen Star does for you.

2 Flight Sim

Winner: **ACE**

You must have been spoilt for choice in this category — ACE, number one in a field of one. But it's still a pretty good flight sim.

BEST ARCADE ADVENTURE

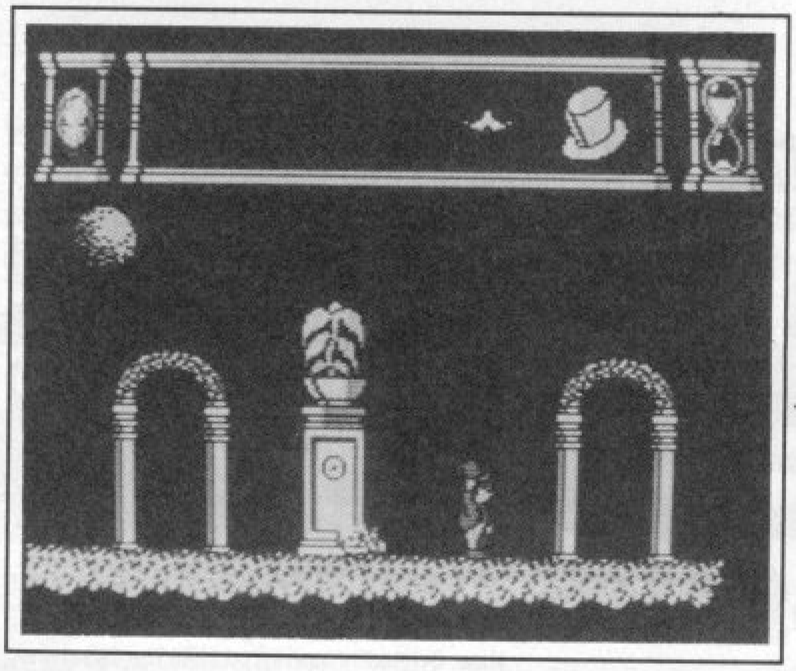
Winner: **Monty on the Run**

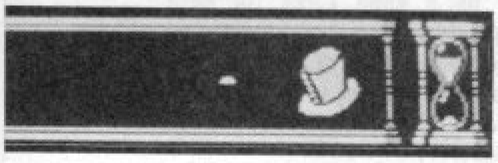
Good old Monty, that lovable little mole has burrowed his way up to the top, fending off fierce competition from Sword of Destiny, also from Gremlin. Reviewer Ken McMahon bestowed a Screen Star on Monty last October, thereby endowing him with an eternity of stardom.

BEST PROGRAMMER

Winner: **Udo Gertz**

Don't tell us you've never heard of Udo Gertz? Pin back your lugholes because Udo's the man responsible for Winter Events and Tom Thumb and that's good enough for us. A few of you also mentioned Tony Takoushi — but we don't know why.





HEARTLAND

64/128
ODIN
Price: £8.95/cass



The Heartland was once a happy and peaceful place until it fell under the evil rule of the ruthless Midan and his dark minions. As you read on in the book that you found in your attic you read of the ancient struggles between Midan and the good, but plump, Wizard Eldritch.

Eldritch has gone on to further heroic deeds and left the safety of the heartland in the book that you're reading.

As you near the end you discover that the last chapter is missing and that you've invoked Eldritch's spell and arrive in a strange land — the Heartland.

Dressed in the Wizard's ample clothes and top hat you begin your quest to find the six missing pages and complete the story with a happy ending. However the evil Midan has cast these to the seven winds and created six dark pages that must be destroyed otherwise the Heartland is doomed.

Underneath this fancy plot is an excellent addition to the tried and tested platform-cum-arcade adventure game formula in which our hero must leap around the lands of Heartland searching for the missing pages while avoiding Midan's minions. These include spitting wizards and zombie like Gooches that refuse to die. If you zap one with your hat, sword or fireball (whichever you've collected) they collapse into a pile of bones that then reassemble and attack you again.

The panel shows that our hero has found the trusty topper.

These weapons must be collected by well timed leaps into the air above the platforms as they float tantalisingly just beyond your reach. However you must be wary not to jump off the platforms and into oblivion (game over) or collide with floating large stars that rapidly drain your energy.

A well timed leap could also get you one of the pages, or a book to tell you where they are or even immunity from evil for a few valuable seconds.

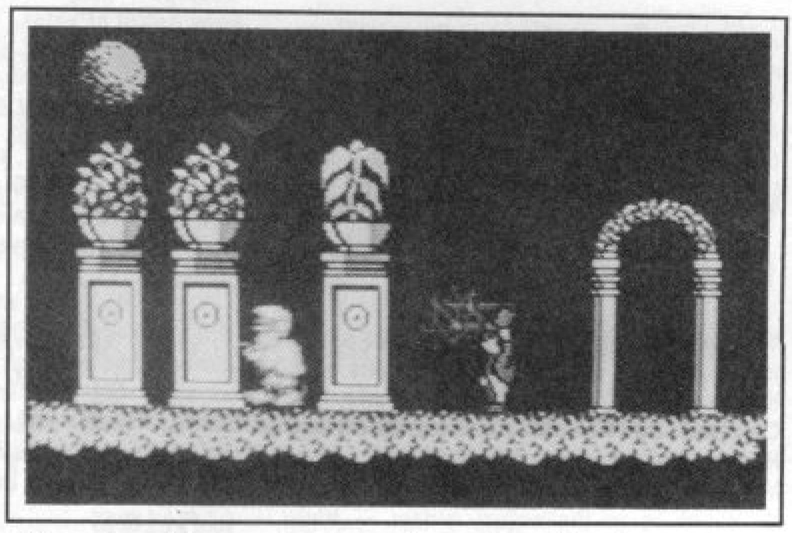
Once you've collected a page you must return to the start location and your travelling bed that will then magic you to the next land and a new page and, of course, new dangers including indestructible spacemen that can slay you with a single touch.

Every time one of Midan's minions touches you or his spells catch you his face begins to appear. As his strength grows stronger and yours weakens more is revealed until you finally stare at the face of death as your game ends.

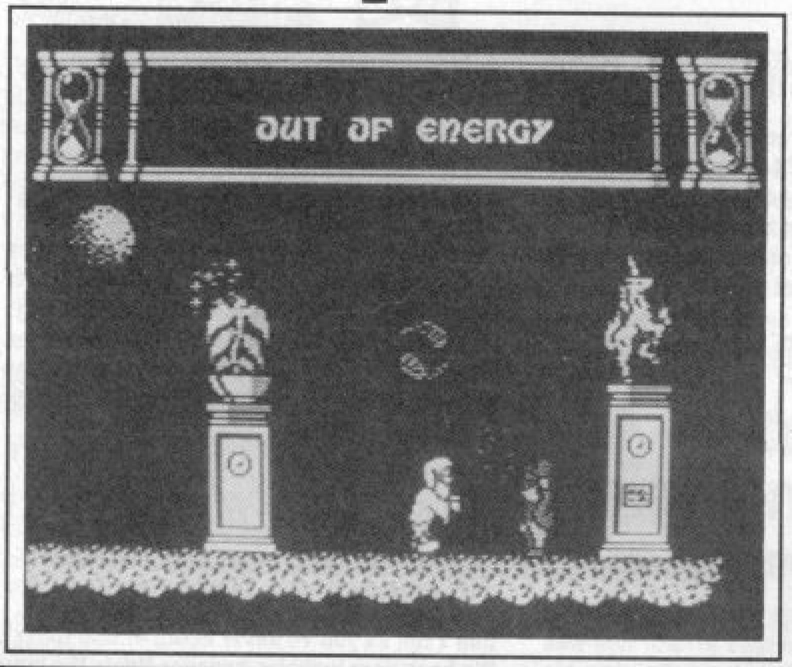
To add to your problems your quest must be completed before the sand runs out in the two timers at the top of the screen. These are on either side of the display showing the objects you have collected and the growing face of Midan.

Heartland features some superb graphics such as the crumbling Gooches, the loping wizards and the plant and unicorn statues that litter the background that add to an almost impossible gameplay to create an excellent game.

Tony Hetherington



Sometimes plants are for more than just decoration.



You've got to take your hat off to Heartland.



Rating	Score (1–10)
Graphics	8
Sound	5
Toughness	8
Endurance	8
Value	8

8 Overall



Classic arcade action with this all time coin-op favourite.

Outwit the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in down town New York. Multiple screens and fast moving action, dodge boards, fireballs and much much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down.

Screen shots taken from various computer formats.

SPECTRUM 7·95 EACH SPECTRUM

COMMODORE 8·95 EACH AMSTRAD

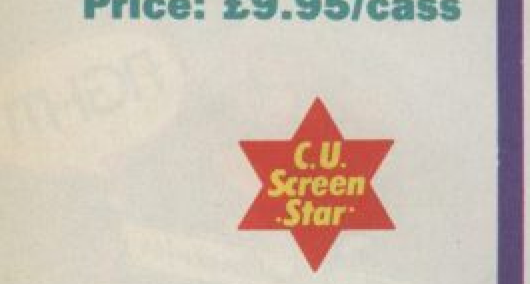
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CHAMPIONSHIP WREST

COMMODORE 64/128
U.S. GOLD/EPYX
Price: £9.95/cass

C.U. Screen Star



You gasped at the screen shots . . . you swooned at the previews . . . now play the game! Yes folks the most talked about beat 'em up since Fist II is here.

On first seeing the screen shots I was slightly cynical upon how the gameplay would match up. Now all reservations are in the past. *Championship Wrestling* is a combat game to be reckoned with.

The only other wrestling game we've seen was Melbourne's Rock and Wrestle, which was quite a flop (although I liked it.) This, in all fairness makes R&W look like it just came off of our Type-ins compilation tape *(Oi! — Ed).*

There are eighteen different moves to be executed on your opponent. Here is a run-down of the throws you can inflict on opponents.

Airplane Spin: Lift your ugly opponent over your head, and . . . Wheeee! spin him around. Then dispose of him by throwing him across the ring or, if possible into the crowd. Ha Ha!

Atomic drop: Give your opponent a free nose-job, by picking him up and dropping him face first on to your knee.

Body Slam: Quite self-explanatory really. Pick 'em up, and chuck 'em down good and hard on to the canvas.

Body suplex: A quick flick of the body. Look down and you'll find your opponent where you'd most like him to be — at your feet.



Prince Vicious may look like Danny La Rue but watch out for his atomic drop



Looks like seconds out for Manslayer

Custom moves: Every self-respecting wrestler has one of these in his repertoire. Each wrestler's is different, quite hard to access but do produce efficient result.

Flying drop kick: A useful energy drainer this, leap and kick your opponents in the face (But don't miss or . . .)

Headlock: This is the key move. All the moves other than the basic ones i.e. punch, kick. are accessed via this.

Leg drop: Hit 'em when they're down. Take a good leap in the air and land with your thigh in your opponent's chops.

Lift: Up, up, and away! Lift your opponent above your head and then decide what to do with him.

Pile driver: Why not lift your opponent up, spin him around, and then drop him on his nut.

Spin kick: The move that gives a new meaning to the twist, turn around and kick your enemy in the face.

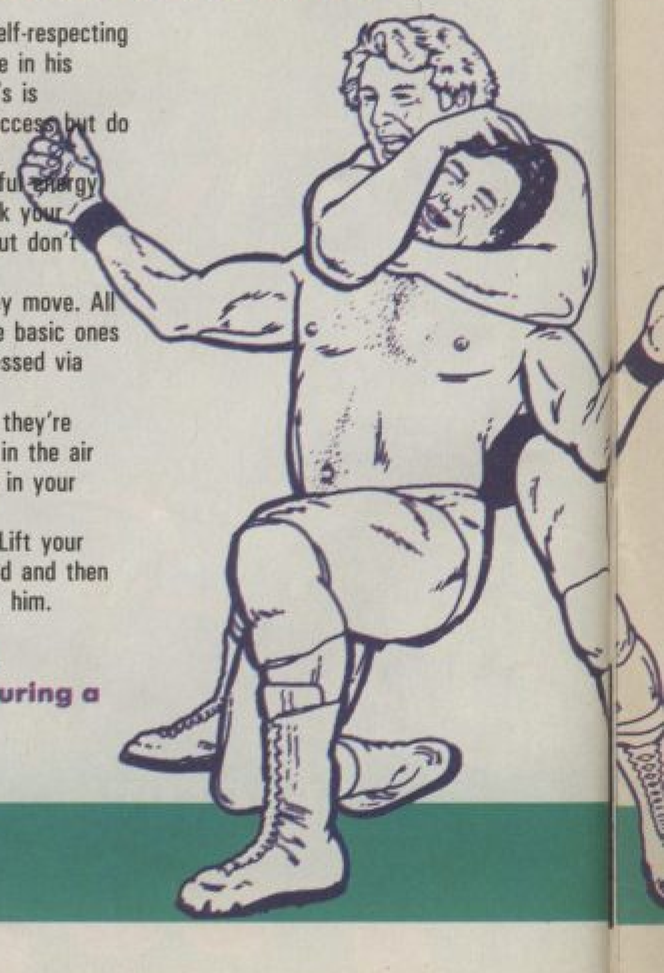
Suplex: Fall backwards and take your opponent with you-over your head!

Turnbuckle kick and punch: Jump

C.U. Screen Star



Epyx decide against featuring a Reg Gutteridge commentary



off the corner-post and land with a CRUNCH! . . . with your foot or fist in the other guy's face.

Sounds like a barrel of laughs. Until you know about the bruisers you have to face:

K.C. Colossus: The blond bombshell from Kansas, who bears a striking resembelance to U.S.A. champion grappler Hulk Hogan.
Custom move: Trash compactor (His elbows compact your face).

Colonel Rooski: The rugged Russian who is stronger than a litre of Smirnoff.
Custom move: Great Bear (A double blow that'll have you seeing sickles).

Prince Vicious: The prancing poofta from California. Beware, he may look





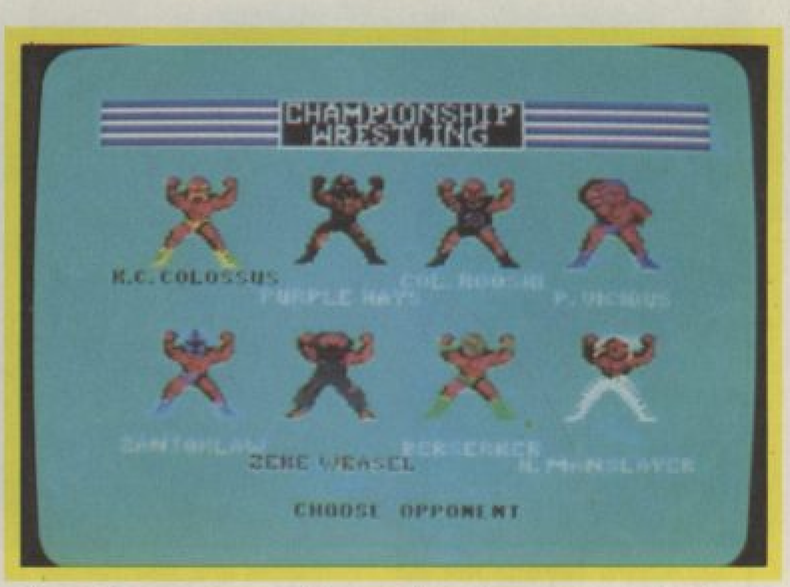
ESTLING

C.U. Screen Star

Both wrestlers have a nice way with words



Prince Vicious demonstrates his famous airplane spin



Has more muscle ever been seen on a single screen?



effeminate but he fights real mean.
Custom move: Vicious circle (An airplane spin followed by an atomic drop).

Zeke Weasel: The dungaree clad Hill-Billy, who is so fat that he makes our own Big Daddy look like Una Stubbs.
Custom move: Block and tackle (What can one expect if tackled by someone weighing 310 pounds!)

The Beserker: The man with feline agility. This cat-like psycho will gladly jam his claws in your flesh.
Custom move: Pop-top (The simple but painful head-butt).

Howling Manslayer: Big Chief feather-head stick tomahawk up pale-face bum.
Custom move: Bow and Arrow (Me twist arm!)

Zantoklaw: *(Santa Claus? Ed)* This is most certainly not the cuddly man that gives presents to deprived children at Xmas, this probably even isn't a man. Who and what Zantoklaw is nobody knows. But I'm sure not going to ask him.
Custom move: Klaw-Hammer (Clawing you with one hand he delivers a lethal blow with the other).

They are a nasty little lot aren't they? If you don't think you're quite up to battling them yet, why not choose the practice mode? Or even better call around up to seven more friends and hold a tournament — this is where the real fun is. Being somewhat overwhelming in modesty, I can confess to beating up a numerous amount of friends and enjoying it thoroughly.

All the moves other than the punch, kick, etc. are accessed via the headlock. This is initially hard to cope with, but after twenty minutes against a friend (who never plays computer games!) you'll be pulling off those airplane spins like Tom Cruise.

To beat your opponent you must hold him down for three seconds. This is done by pin-falling them when their energy's low. If neither wrestler manages this, the one with the greater score wins.

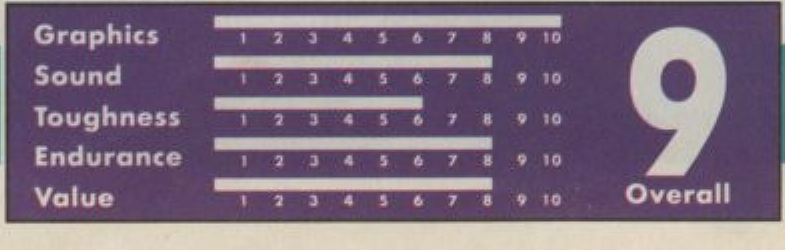
The only blemishes found in this impeccable game is that it's not very hard to beat the computer and . . . oh I'm stuck, for any more.

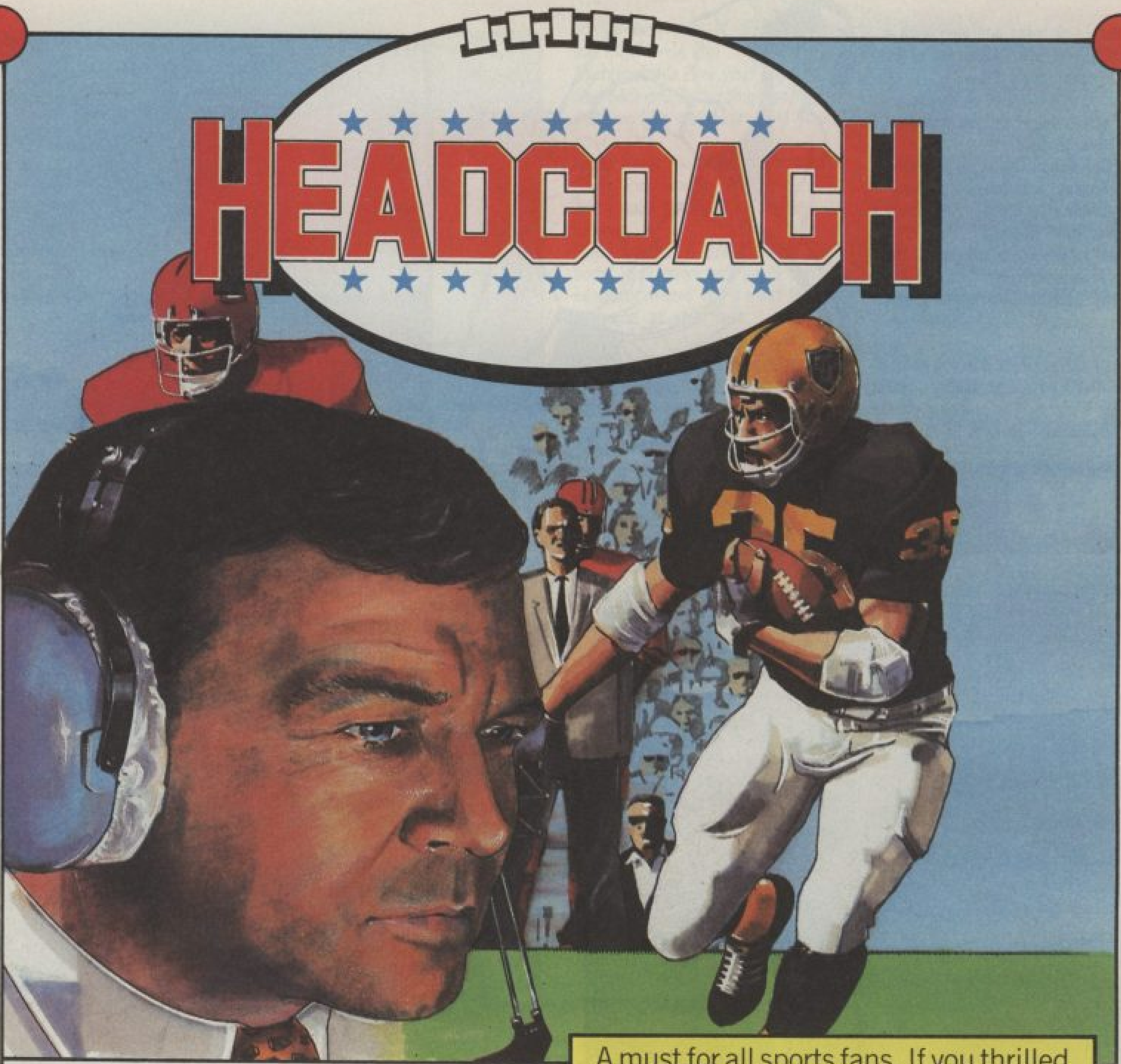
Graphics are of the highest calibre ever to come out of our little brown marvels. Superb animation, excellent sprites. What more could you ask?

The sound is too, very good. It has obviously been done by the people behind the games series, using the same excellent style of effects.

This is the best beat 'em up around this side of the Amiga. There is nothing more fans of mindless violence (like me) could want.

Ferdy Hamilton





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> ★★★★★ *Sinclair User · October '86*

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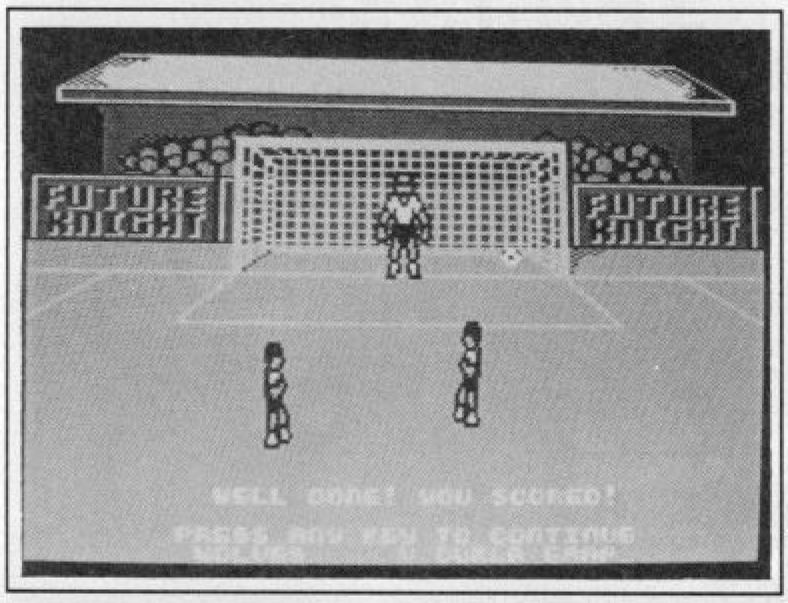
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◀ Why aren't the players hugging and kissing each other?

● FOOTBALLER OF THE YEAR

64/128
GREMLIN GRAPHICS
Price: £9.95/cass



I don't know but I've been told/Hotshots boots are made of gold. Wish it were true, in fact my goal total is one from four this season and I've got to hold my hand up and say I spewed a few. Nevertheless I reckon my tally, combined with my silky skills *(you mean your dressmaking prowess? Ed)* and my regular visits to Upton Park, make me well equipped to review Gremlin's game.

A new strategy football game was a good idea. *Football Manager* was excellent in its time but it's a bit dated now. Gremlin's effort turns the Addictive game on its head and allows you to play it from the footballer's point of view, or to be more precise, the striker's point of view, because the whole scenario revolves around you sticking them away. Goalies and defenders don't get a look in. This is the first of many disrepancies in this program.

Stop chanting obscenities and let me explain. You start as a goal-hungry seventeen year old in the Fourth Division with a dream of becoming the PFA Footballer of the Year. Load up the game and choose a team (you can edit in your own one so I went for Red Star CU) and type in your name. You are now a player in the league.

From here the screen throws up an options page, with seven symbols. The globe shows statistical facts such as your position, goal tally, and record; the footballer's head gives you personal information such as your status rating and earnings; the scroll allows you to buy transfer cards (expensive); the tape is a save game option; the injured footballer (looks like a dead wasp) a quit game option, the question mark a kind of chance card; the football boot a play matches option.

You begin, as I said, with five grand, but you also have ten goal-cards. This is the first and hence the root of the game's problem.

Goalcards allow you to enter the arcade shootout option and score goals. Without them you can't score, if you can't score, your rating goes down and the team invariably loses. No FotY award for you (good acronymn that). Just another lousy season in the lousy fourth division on lousy wages.

So how do you get goalcards? Well like everything else under dis guvrnment you have to pay for them. The ten you start off with don't last you very long so you need to keep buying more. The higher the division you're in the more expensive they get. Your only hope is to accrue enough money to keep buying them. This is difficult because they far outstrip your meagre wages. So you're left to rely on the chance or incident cards. As the name suggests sometimes you gain (a pools dividend) and sometimes you lose (you seem to keep getting your cheque book nicked). It costs you £200 every time you want an incident to happen on top of that and occasionally it tells you 'No incident happened this time.' You're still £200 light so that makes you go and kick the cat.

This really spoils the game. I can understand that any program is going to comprise a random number system with various values having various repercussions, but to make it all money-based seems stupid.

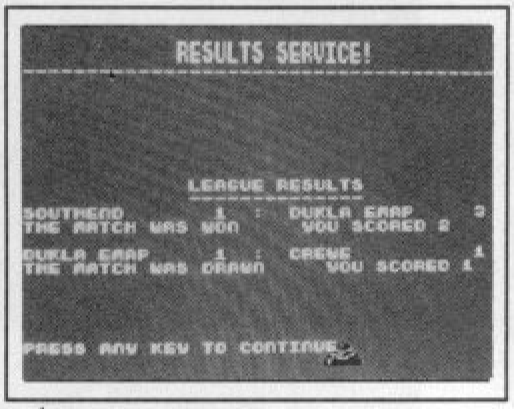
Once you run out of the goaldust goalcards you just keep hitting the fire button in the hope you'll amass enough wages for a chance card (invariably when you're down you get kicked in the teeth with an injury). You only other hope of improving your career prospects is being transfered. This means dosh in your pocket, and dosh means goals and goals mean increased status. I was transfered one season from Red Star CU to Fulham in the Third only to be transfered seven games later because a talent scout from the Fourth wanted a good player. Do you know where I ended up? Red Star. Sick as the proverbial parrot I was.

If this review sounds as if it's going in circles that's because the game does. The cutting blows of fate that determine whether you have any money in this game for those blasted goalcards make the whole thing too much of a lottery. There's not enough strategy in it to hold your attention.

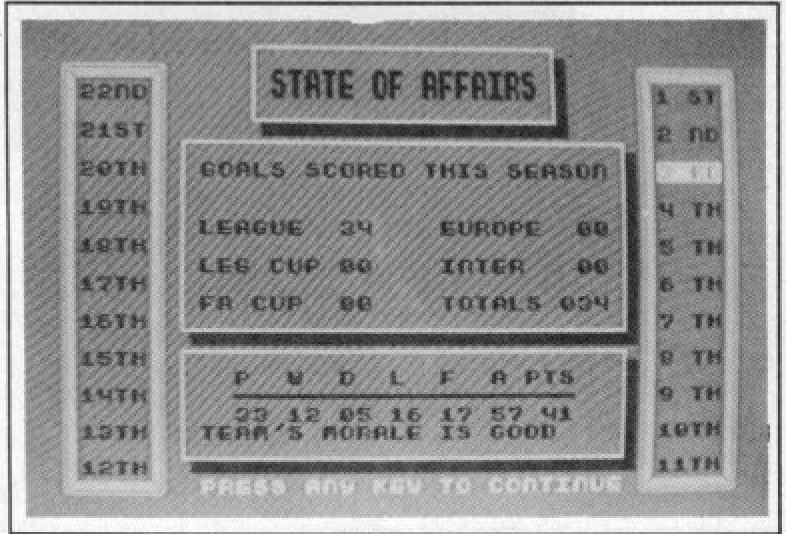
The only part I haven't mentioned is the arcade sequence that allows you to take penalties or shoot before a defender closes you down. This is diverting and some skill is involved, but it's not enough.

In all, the game is nicely polished but fundamentally lacking in the appeal that football has, and can have, even on a home computer. I suspect this is because the programmers barely understand the basics of football. The boys didn't do great.

Mike Pattenden.



▲ One win and one score-draw means you won't be going up the table



◀ Third in the table — looks like promotion?

	Scale 1–10
Graphics	7
Sound	5
Toughness	8
Endurance	6
Value	6

6
Overall

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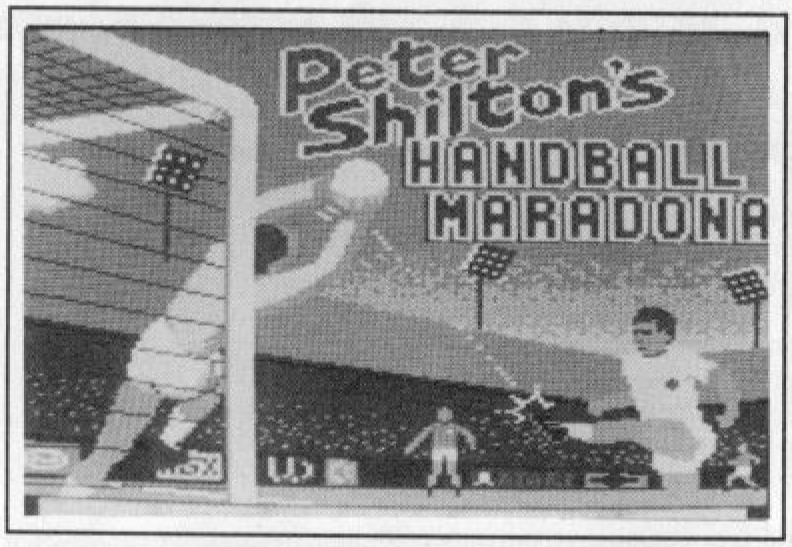
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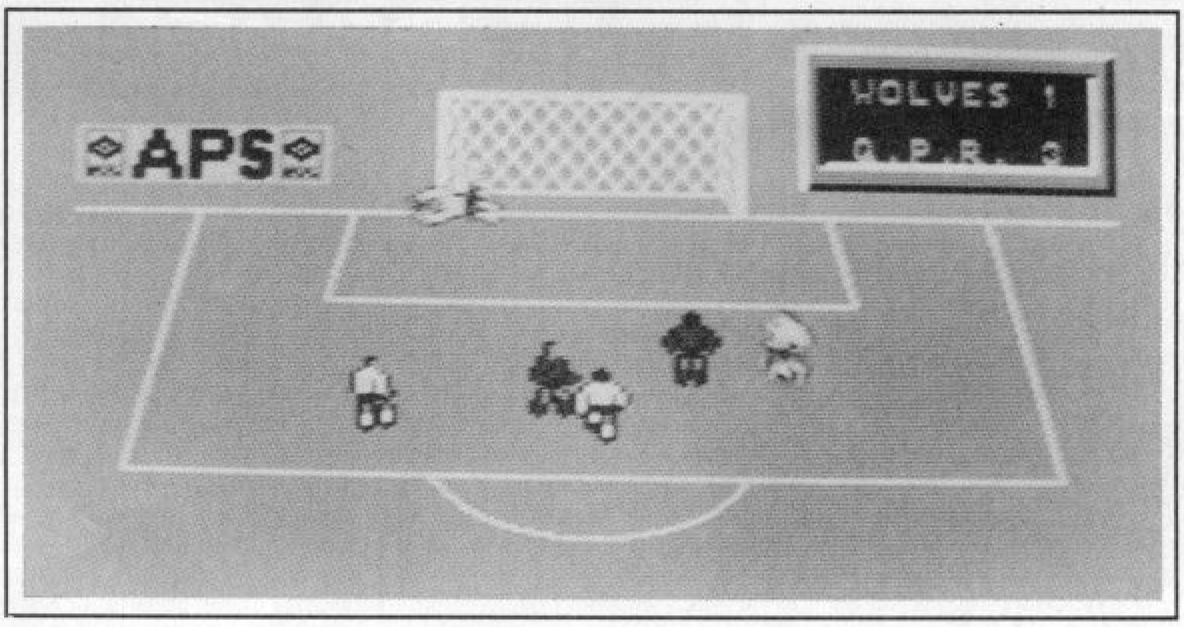


Nice title screen, shame about the game's dull graphics

PETER SHILTON'S HANDBALL MARADONA

COMMODORE 64/128 MINDGAMES/ ARGUS

Price: £8.95/cass



You've never seen defenders like these, they must be wearing concrete boots

What a licencing deal! Peter Shilton and Diego Maradona all in one game — the trouble is it looks as if all the money and imagination went on the title and little on the gameplay.

What we have here is a goalkeeper simulation H hence the Peter Shilton namecheck, but where Diego Maradona fits in I don't know. There's not even a hint of Argentina or Napoli about any of the strips and sides in the options.

The game is joystick or keyboard playable, but it's worth mentioning that should you buy this you'll have to fiddle around sticking the joystick in both ports to work through the options screens.

Running through the options quickly you'll simply have to enter your initials, select joystick or keyboard choose a team and select from, practice, game and skill upgrading.

This takes us into the gameplay. You're presented with a screen depicting one end of the pitch from an elevated camera angle, a bit like one of the views you get on the Big Match. Two or three players from each side are running around aimlessly and there you are the man in the green jersey, the last line of defence, planted between the sticks presumably worrying about your private life and whether Mark Dennis is going to stick his elbow in your face during a goalmouth scramble.

The attacking side I have to admit, is a bit tasty. These lads have the kind of shot on them that Bobby Robson would give up promoting YTS schemes for. Not since the days of Bobby Charlton have I seen a ball whistle into the net like that.

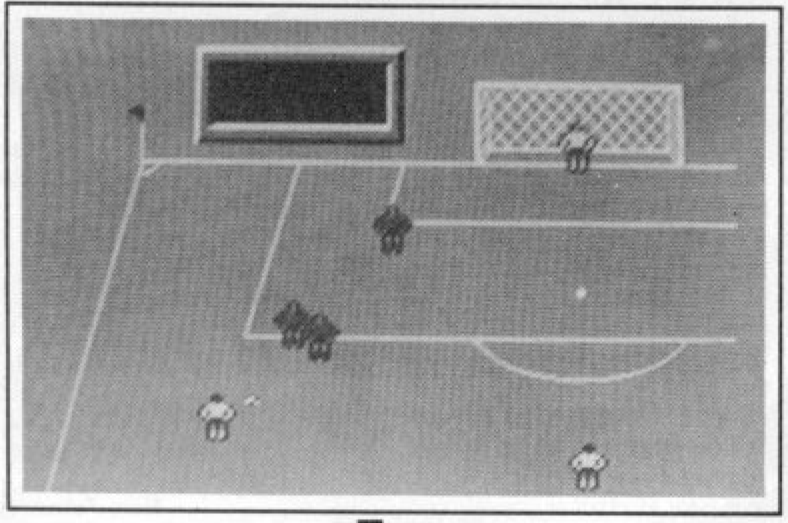
Faced with striking as devestating as this and a defence leakier than a sieve you're in for a pretty soul-destroying time in front of the old onion bag. Your job is made all the harder because it's difficult to pick up the flight of the ball. So often you're left rooted to the spot as the ball flies in for another goal. Occasionally you dive embarassingly late, so late that the announcer's already telling you who the scorer was before you hit the ground.

Actually that's a bit of an exaggeration, but there is some speech of sorts. Apart from telling you what the game is when it's loaded (useful if you're partially sighted I suppose) you get another brief announcement to tell you what you already know, depending on the whereabouts of the ball. More often than not a digitised voice — presumably that of an asthma suffer by the sound of it — coughing "Goal!" into a handkerchief somewhere in the distance. It's that distinct. Of course should you pull off a save, he wheezes "Save!" into his spinhaler. I was hoping for a chorus of "England's, England's number one, England's number one".

What you have here is a slimmer version of the keeping part of *International Football*. Just as the keeper responded to the joystick to make a save so do you in this game. To just concentrate on that I'd have wanted better graphics and control over the player. Instead you end up with a bloke about as skillful as Alex Stepney. I'm calling up the reserve keeper — Peter Shilton's getting a free transfer.

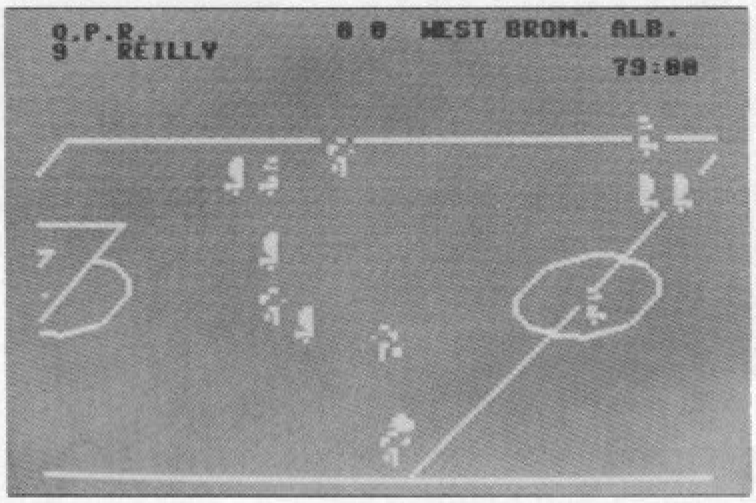
Mike Pattenden

Not much of a wall, but it's going in anyway

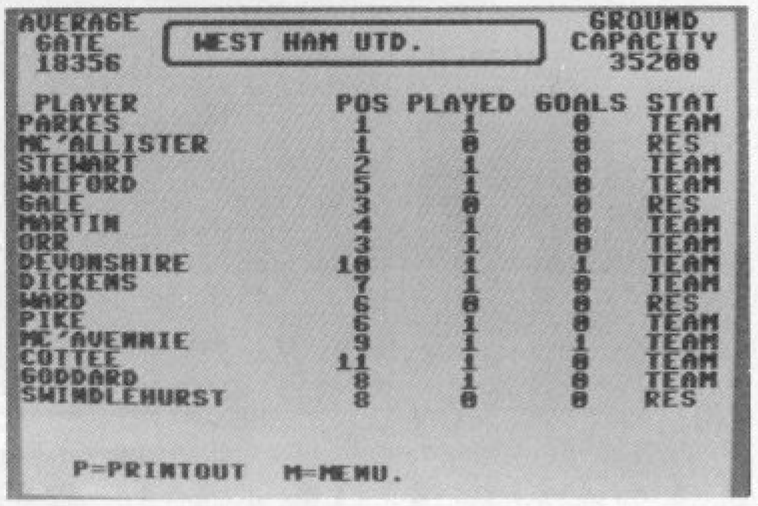


Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4 Overall



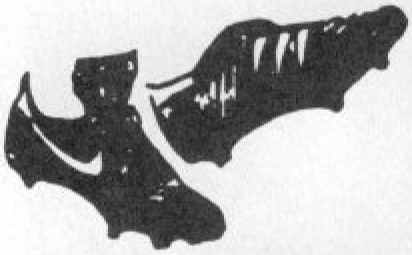
QPR v West Brom not a rivetting fixture.



What a side, but what's Swindlehurst doing in there?

THE DOUBLE

64/128
SCANATRON LTD
Price: £9.95/cass



Last year Kenny Dalglish's Liverpool side achieved a historic double at the price of my side winning the championship. Watching him put that goal in against Chelsea was painful but not half as painful as playing Scantron's football strategy based on every supporter, manager and footballer's dream.

Since the league was inaugurated in 1889 only five teams have done the double. That's an average of once every twenty years. If you play this computer generated version I reckon it'll probably take you as long. It's just so s-l-o-w!

You begin (once you've sat down and cracked the entry code system like some government code breaker) by managing a club firmly esconced in the Third Division with the aim of working yourself up via promotion or transfer to that elusive double.

You do this by selecting option after option from the considerable number of menus that exist. You'll need to select your squad each week, notify the police of the expected gate if you're at home and keep an eye on your weekly finances. You may need to borrow because of low gates, or to buy a player.

Each week you select a team from your squad. In the third division you'll find that pretty limited. I was offered Cardiff in my first season. They had a squad of about fourteen, two of whom were injured in the first three games. Any more injuries and I'd have had to buy because there seems to be no allowance for youth team players or second team members. A small gripe here — many of the teams seemed to be two seasons out of date.

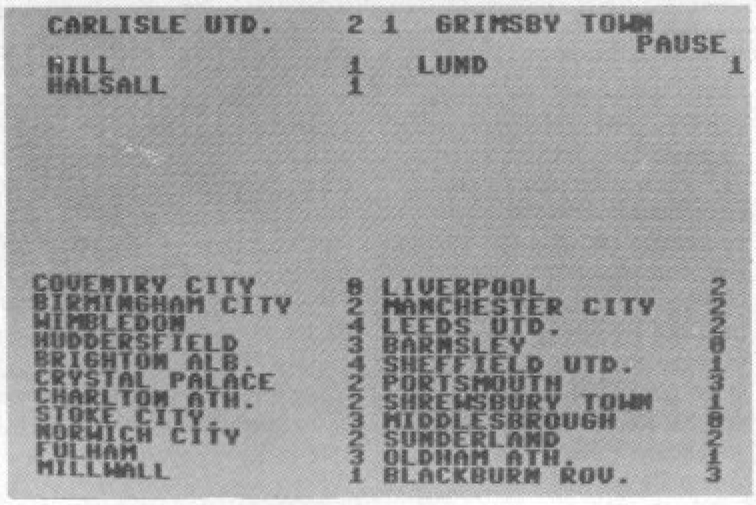
The real problem comes when you really get stuck into the game. The options system works quickly and efficiently allowing you to make all your selections swiftly, but when you come to the graphic representation of the game things begin to go askew.

The graphics themselves are pretty poor and the programmers apologise for this in the nice instruction manual that comes with the game. This I could take since they claim that to improve the look of the game would have severely eaten into the artificial intelligence aspect of it. However it also tells you to watch your team as often as possible to work out your strengths and weaknesses. This I found impossible because I just couldn't tell what was going on. Players kept disappearing and reappearing in huge glitches — either that or Cardiff had discovered some revolutionary cloaking device for eluding defences. Believe me this game brings new meaning to the phrase 'a square ball'. Add to that the length of time each game took — about eight minutes — and you'll begin to realise that you'll need to prop your eyelids open with matchsticks if you want to get through a season.

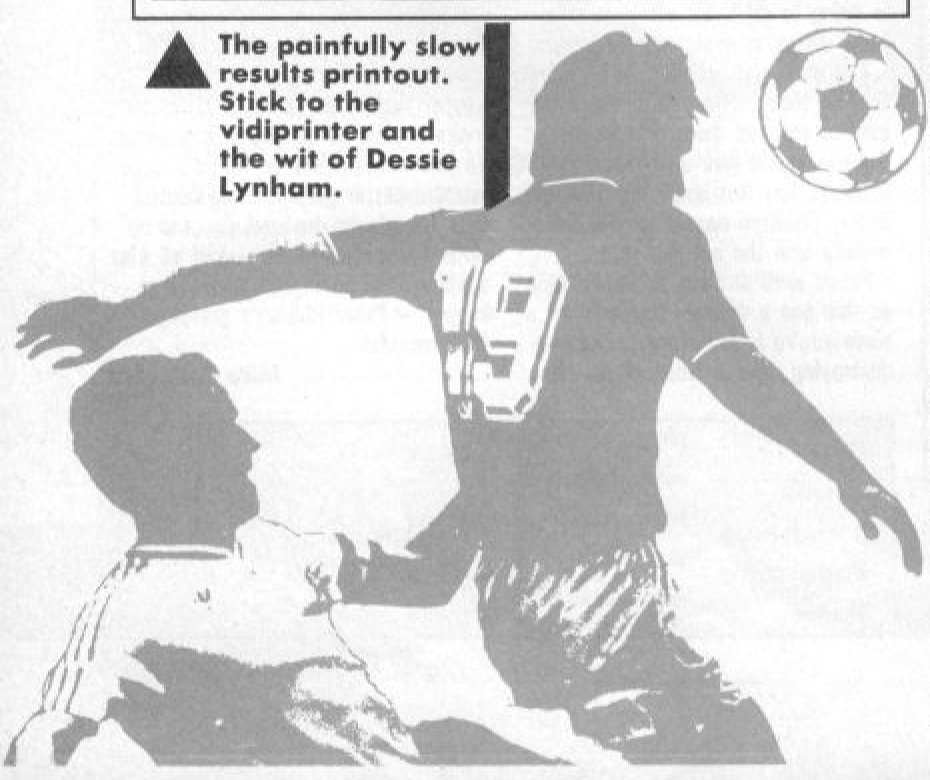
This isn't all. Just about everything else is tediously time consuming. I rapidly chose to go for a simple results printout only to find that that took nearly as long. Each time you select a team as well you'll be forced to sit and watch while 63 other sides pick theirs. This isn't so bad once, but you try it thirty times a season! Another break on the enjoyment is the league gates. At the end of the results you're asked if you want to see everybody's crowds for that week. Whatever you answer you get them anyway.

Playing *The Double* should have been absorbing stuff but it didn't take me long to get bored with it all. It's like watching paint dry most of the time. When you consider the speed of the thing and the limitations set on you for actually managing the team (rather than simply administrating and watching the finances) then you'll realise this is not a game for football enthusiasts. If it was this interesting winning the league and cup then football would have died a death long long ago when they were still playing in baggy trousers. Please someone produce a good football game!

Mike Pattenden



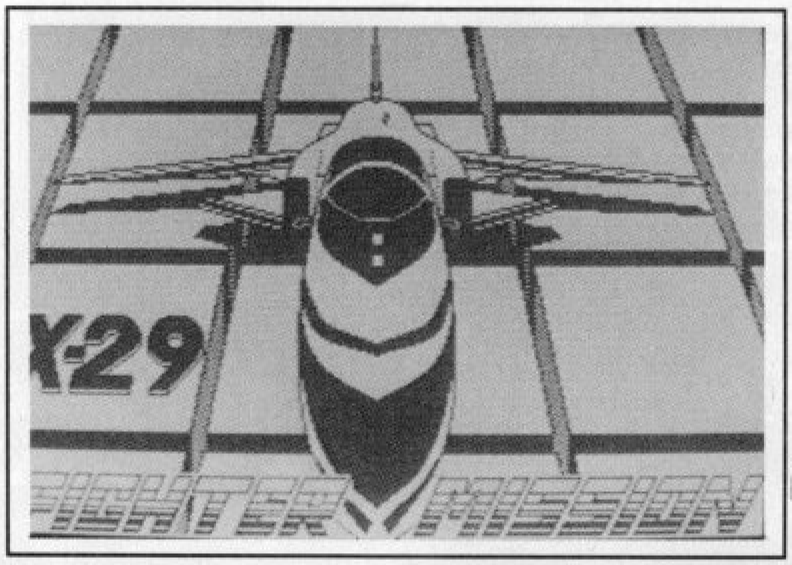
The painfully slow results printout. Stick to the vidiprinter and the wit of Dessie Lynham.



Graphics	3
Sound	n/a
Toughness	8
Endurance	3
Value	4

4 Overall


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X-29 on the ground and that's probably where it should stay

● X-29 FIGHTER MISSION

64/128
MIDAS MARKETING
Price: £5.95/cass

There's nothing like a good shoot 'em up. And X-29 Fighter Mission is nothing like a good shoot 'em up.

The back cover blurb shouts hysterically: 'Experience the excitement of air-to-air/air-to-ground fast action combat. See enemy Jets and Helicopters blasted into a thousand pieces ... Using maximum firepower, the total obliteration and destruction of the enemy base takes place before your very eyes.' Well, not before my very eyes it didn't.

Loading takes less than 90 seconds, so you know straight away that this program, wirtten by one Rene van Goethem, isn't exactly going to take your 64 to the very limit of its capabilities. Once loaded, the familiar cockpit interior appears, full of interesting little dials and flashing lights. The largest scanner shows the side and rear elevations of the enemy aircraft currently within range — a Phantom, Cobra helicopter or Eagle F15 — while the screen to the left shows the direction in which you're heading.

The digital display is not, as you might think at first, your score or time remaining, but the compass reading of your course in degrees. And on the far right is the status indicator of your three onboard computers. When each of these turns black, due to sustained damage from missiles, the computers are inoperative, and the mission is aborted. Little of this is explained in the grossly inadequate game instructions, so I'm saving you the trouble of working it out.

The rapid blipping of the radar tells you whether you're on course for destroying the cloaking beacons which shield the enemy base from sight. According to the instructions, all ten of these must be destroyed before the base appears. It won't be long before you realise that the beacons lie in the straight line stretching west to east, so you might as well turn your plane through 90° and keep going on a setting of 270°, blasting at the beacons as they hove into sight.

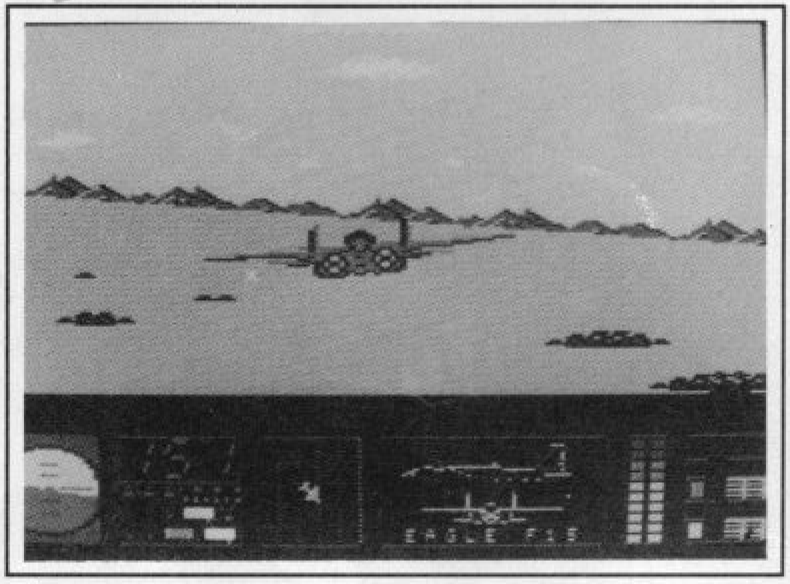
The graphics are barely adequate — a flat green plain extending towards the traditional distant mountain range. Your incredible speed is supposedly emphasized by the white clouds scudding across the blue sky, and an endless stream of giant cowpats rushing towards you on the ground. Whenever an enemy craft drops into view you see it tail on, and an exciting puff of smoke appears if you hit it with your devastating machine gun fire. If you keep up the attack, the craft explodes.

At first you might be tempted to zoom around shooting up the aircraft. This is enjoyable for about five minutes, but won't get you very far. I've destroyed 20 in one flight, and the blighters kept on coming, so on my next sortie I decided to ignore them altogether, and concentrate on blowing up the beacons. After removing 16 of these — six more than required — the enemy base still failed to materialise.

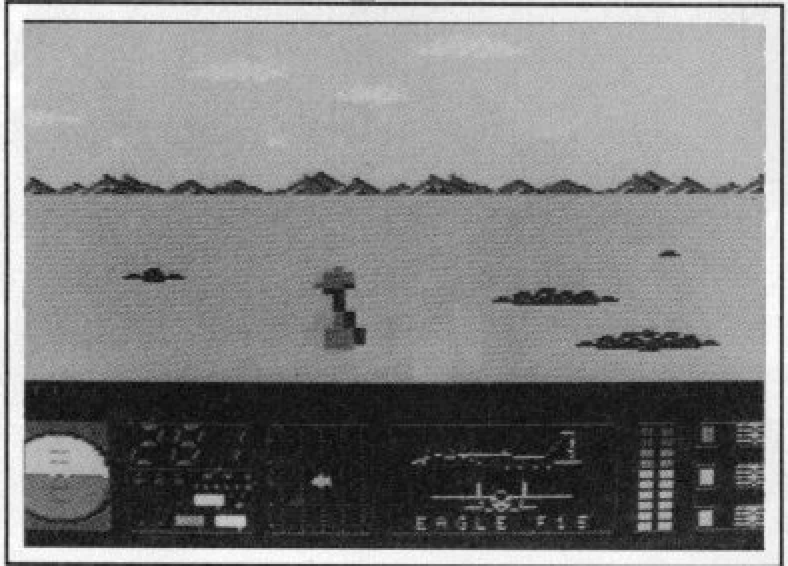
Third time lucky. After destroying five beacons to the west, I turned through 180° and headed due east, and after taking out another five beacons on this course, the cowpats disappeared and the radar went silent. I then changed direction and went north, and there, sure enough, was the elusive base. A quick burst from the machine guns and I witnessed the total obliteration of ... the game. For no apparent reason I was returned to the title screen, mission incomplete.

If this was a very cheap budget game then you might be willing to forgive Rene for the juddering graphics and the sheer pointlessness of it all, and just sit back and punish your joystick. But at nearly six quid such sloppiness is an insult to wallet and intelligence.

Bill Scolding



Blasting all the aircraft won't get you very far



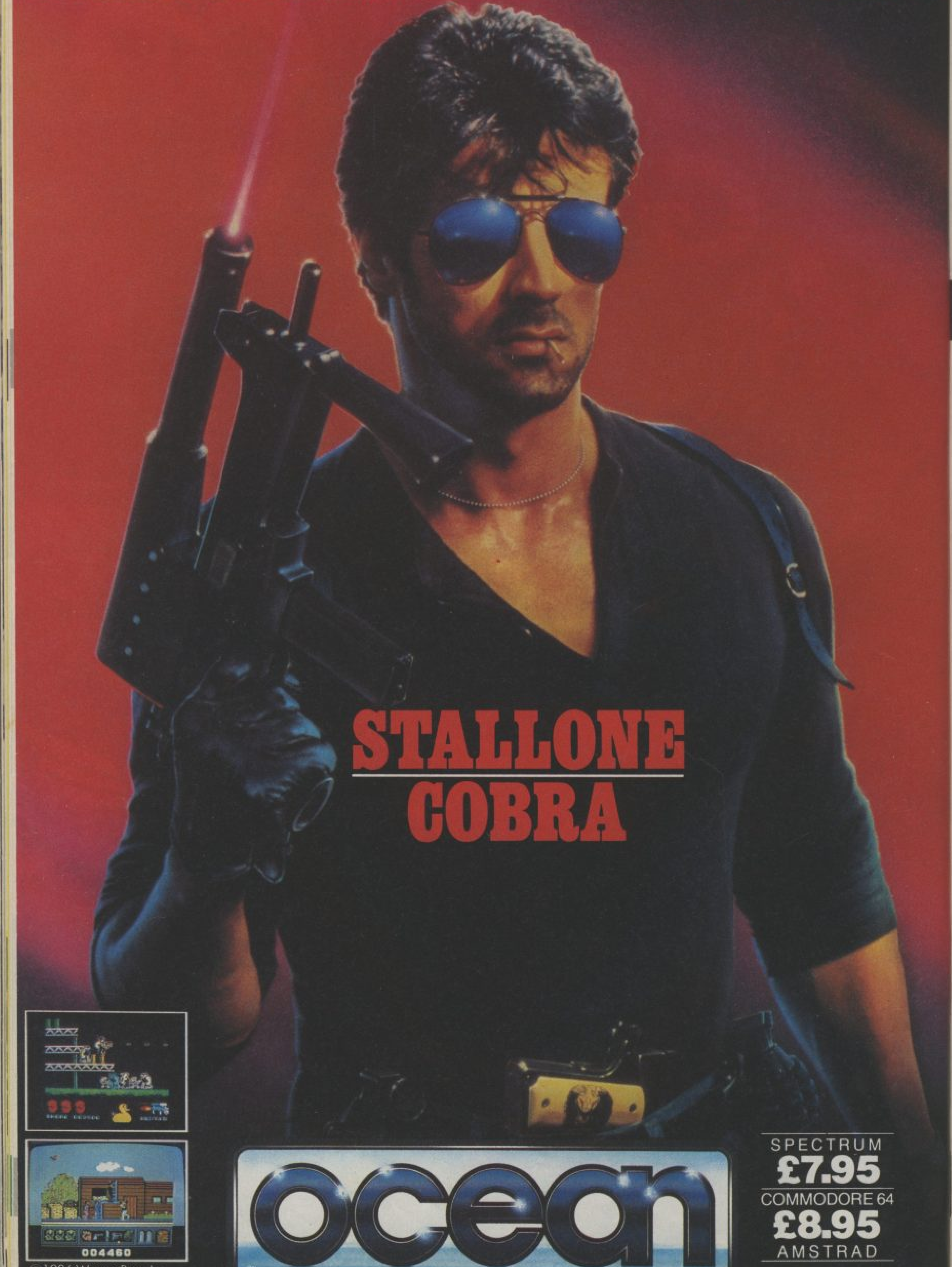
Blow up ten beacons to reach the enemy base

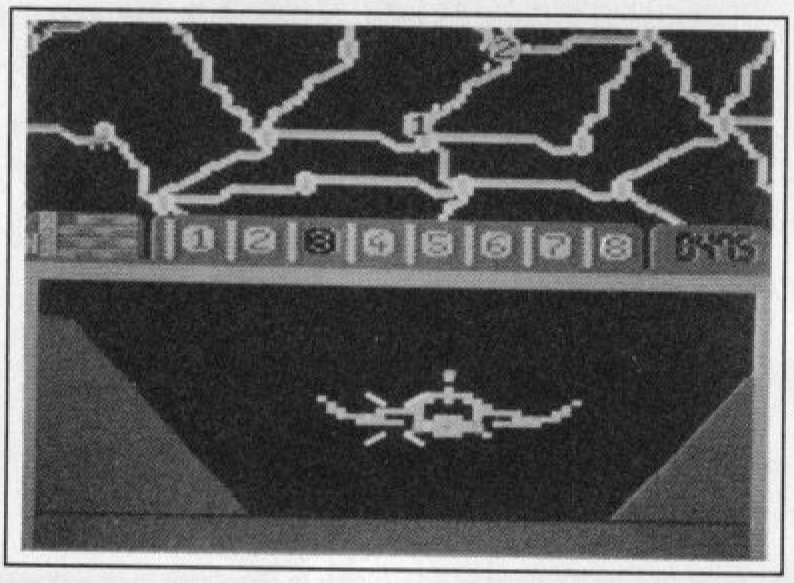
Rating	Score (1–10)
Graphics	5
Sound	3
Toughness	3
Endurance	2
Value	2

3 Overall

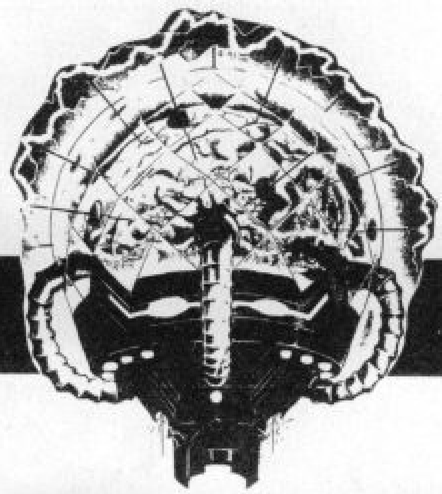

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Guide your skimmer through the sectors and try not to get blasted by cycloids



● TRACKER

64 and 128
RAINBIRD
Price: £14.95/cass
£17.95/disk

The Centrepoint complex was originally built on the desolate Zeuzma IV to separate the idle rich from their massive sums of money. Unfortunately, the central computer has been corrupted by mysterious Javan energy rays and organised the complex's police cycloids into a deadly fighting force. Your mission is to lead an assault team to close it down.

This is Rainbird's first attempt at a pure strategy game that it claims will feature an artificially intelligent computer opponent that will battle you in 3D, realtime combat modes on a massive playing area that can support a high number of enemy units.

The playing area is certainly massive consisting of twenty-two linked sectors each containing pathways linked by about 100 nodes! Luckily the map can be magnified and keyed into relevant areas so that you can plan your moves.

You begin your mission with three modified skimmers in three of the four corner sectors. Naturally, your ultimate target is in the centre of the complex and is guarded by thirty-two patrolling, laser firing cycloids.

A quick charge into the centre will only produce a quick victory for the computer even though you can beam down a constant supply of reinforcements to keep your Trac force at a maximum of eight skimmers.

Instead you must make slow steady progress by taking the complex, sector by sector, by destroying the communication centres and links until finally you can mount an assault on Centrepoint.

The cycloids naturally try to stop you, usually by ganging up on you and since they can replenish their losses as well you're always outnumbered by at least four to one.

Unfortunately, the action is painfully slow as you move your skimmers through the sectors but then painfully fast as you're slaughtered by the cycloids.

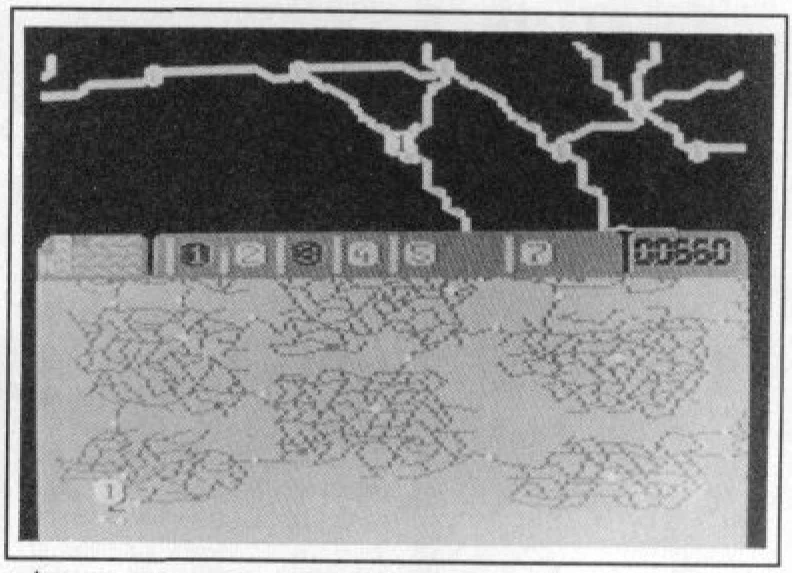
The "exciting real-time 3D combat mode" is extremely disappointing as all it is is a few seconds blasting down a bobsled run type track at a cycloid racing towards you. Once the cycloid passes you the combat is over as you can't turn around in a track.

Overall the game seems too complex and too contrived for its own good. The computer opponent is too good to give a beginner a game that will encourage them back for more. A few easier skill levels are needed to give you a chance to develop your tactics before taking on the all conquering cycloids.

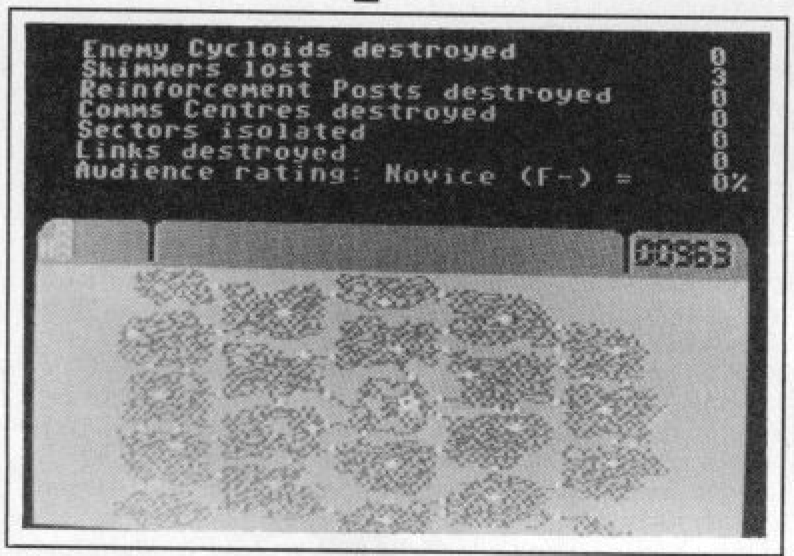
It takes several games to even capture your first cycloid controlled sector and a lot more hard work before you can establish a safe platform from which you can plan a further assault.

Few will be prepared to spend the time and effort to play the game enough to appreciate its tactical skills and will, no doubt, have been put off by the game's uninspiring graphics, price and dull presentation.

Tony Hetherington



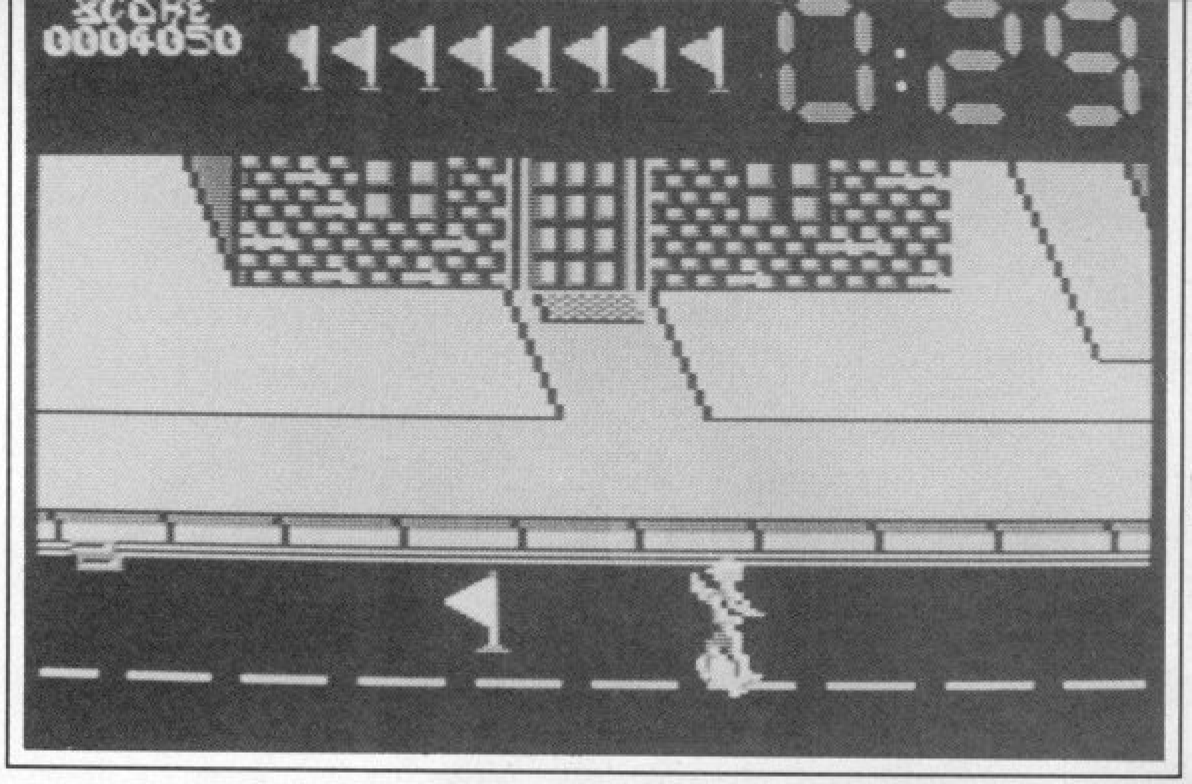
Three degrees of magnification let you plan moves more easily on the map



End of mission synopsis shows you didn't do very well

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall



lovely huge gaps in the road, jumping over these proves most useful. Don't fret if you come a cropper because thankfully Bubble Bus have given you an extra option, that lets you start from the beginning of any level you have completed since loading.

When you have completed a course

Skate rocker (alias F Hamilton) manages to miss yet another flag

your skater has something incredibly similar to an epileptic fit. It is in fact, meant to be a representation of the art of Body Popping. This was an ancient ritual performed by people in the late twentieth century. Some

SKATE ROCK

64/128 BUBBLE BUS SOFTWARE

Price: £7.95/cass

When a good piece of software comes out you often get people ripping it off, this happens frequently with arcade conversions — count them: *Druid, Who Dares Wins II, 1943* the list is large. Well, look closely at the screen shots, what do you see? You see a game looking remarkably like Paperboy. When you play it you also play a game like Paperboy, but on a skateboard.

Bubble Bus have decided to give the papers a miss, instead you have to collect flags whilst on your skateboard. You are doing this to save your skateboarding rep, and maybe one day, you can, if you're good enough, become a member of the notorious "Slime rat skaters".

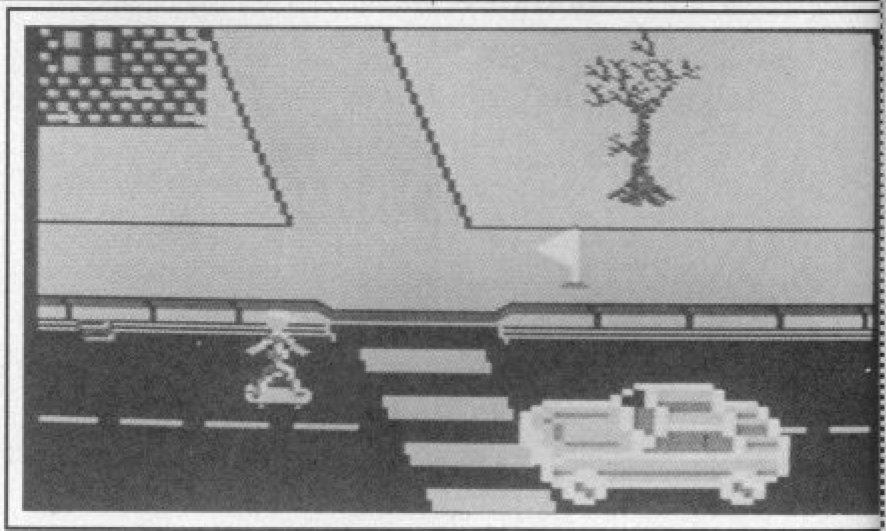
To become a member of this elite *(whoops! Ed)* band of hot wheelers, you must complete ten levels of increasing difficulty. Controlling the board is self-explanatory. You can also kick-turn, jump, and wheelie on it.

Each course is set in a different area (although some areas are repeated twice). The locations are in places like the city centre, the broken bridge, and in the suburbs (famous for the architectural delights of its Barrat housing.)

As you progress through the course you must pick up flags. This is done by simply running into them. There are many hazards in your way which range from dancing grannies to punks. There are also hazards of a larger scale, such as houses and cars.

For some strange reason these miserable layabouts down at British Gas *(If you see Sid nut him — Ed)* have gone and dug up the road everywhere, making it almost impossible for you to cross it. This is where the ramps come in. They are not always there, but when they are use them!

On the broken bridge there are



This guy's got brains, he knows his Green Cross Code

say that it is still performed in remote parts of places like Hackney.

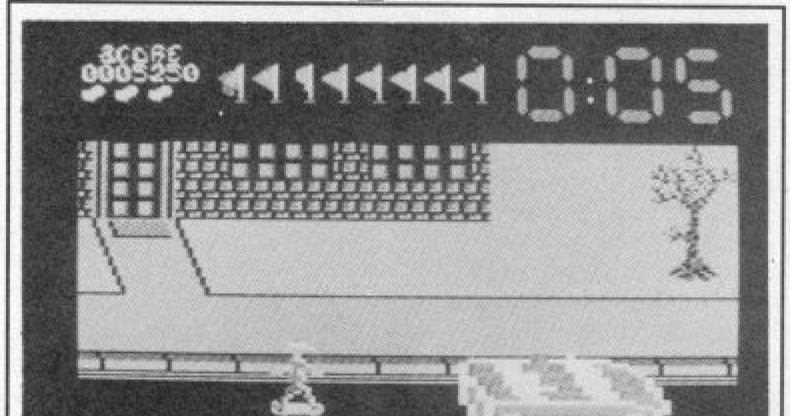
Despite the unavoidable comparisons with *Paperboy*, I like this. The graphics aren't spectacular, but they are not bad either. The best way to describe them would be adequate. The backdrops are cheap and cheerful, although the sprites are a touch too basic. Soundwise it is good, a funky bop to guide you through Milton Keynes and its Barrat housing.

Skate Rock is enjoyable, it won't take you long to complete, it won't make you faint at its breath-taking graphics, it won't make you want to dance to its astonishing soundtrack, it will however give you a few hours . . . days even, of entertainment.

If you've finished with Paperboy and you want another dose — hang there.

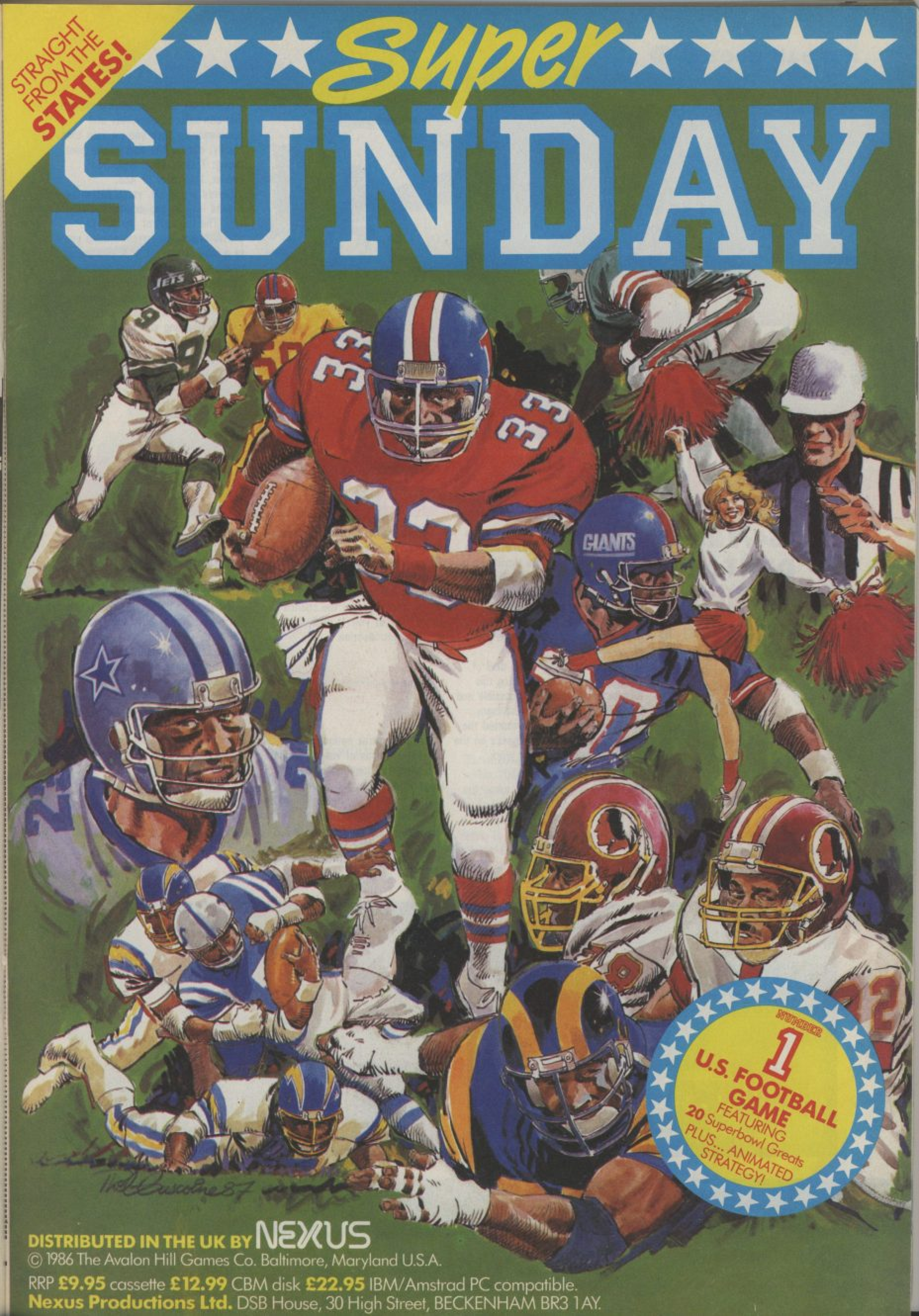
Ferdy Hamilton

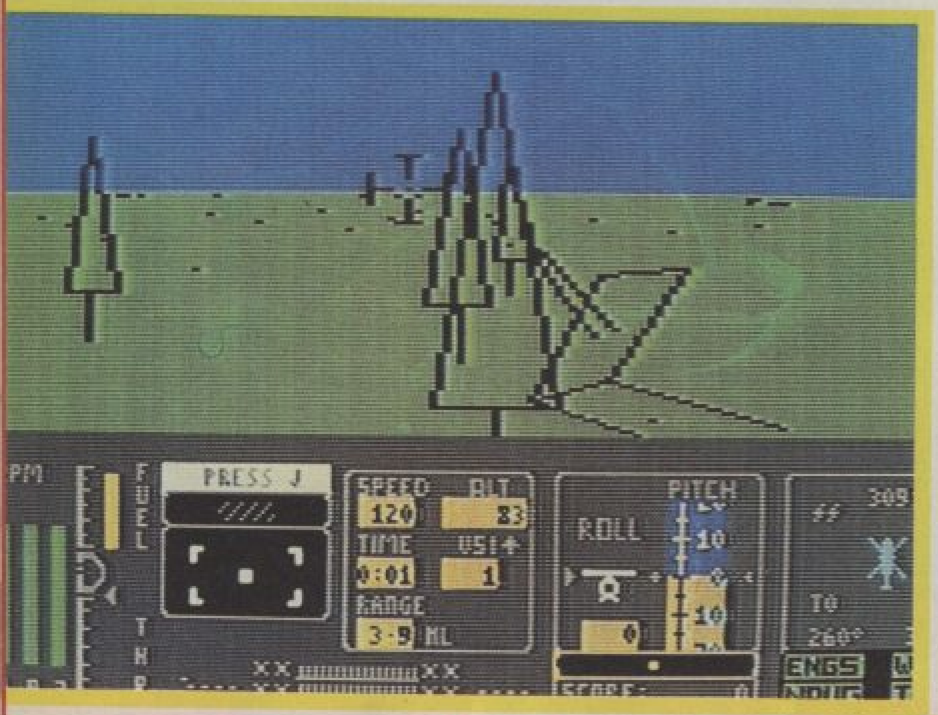
Skate rocker gasps at the graphical representation of the car

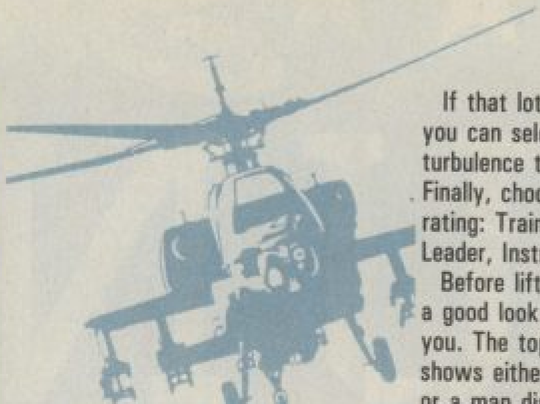


Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6 Overall


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◀ An enemy rocket launcher hides in the trees.

C.U. Screen Star

TOMAHAWK

64/128 DIGITAL INTEGRATION

Price: £9.95/cass £14.95/disk

I'll say it right way, *Tomahawk* is the best helicopter simulation I've looked at so far. The simulation is based on the US Army's AM 64A Apache Attack helicopter, a fearsome war machine that's capable of cruising at more than 180 miles per hour and carries an awesome array of weaponry.

It's obvious that a great deal of trouble has gone into making this program as authentic as possible and I'm pleased to see that the many pilots who tested and evaluated the program got a word of thanks on the instruction sheet — their work certainly paid off.

Tomahawk has four major Menu options. The first is described as Flying Training and it gives you the opportunity to familiarise yourself with the helicopter and its weapons before anybody gets the chance to shoot back at you. It really is an excellent introduction.

The other three options are all Combat Missions of varying levels of difficulty. The requirements here range from destroying invading ground forces to liberating the entire map from enemy occupation. You can fly each of the missions by day or night, in clear blue skies or overcast conditions — down to a cloudbase of 50.

The instruction sheet, by the way, is clearly written and easy to follow so it's well worth reading carefully before embarking on any missions. But let's get started on the action.

If that lot isn't challenging enough, you can select crosswinds and turbulence to keep you on your toes. Finally, choose the appropriate pilot rating: Trainee Pilot, Squadron Leader, Instructor or Ace.

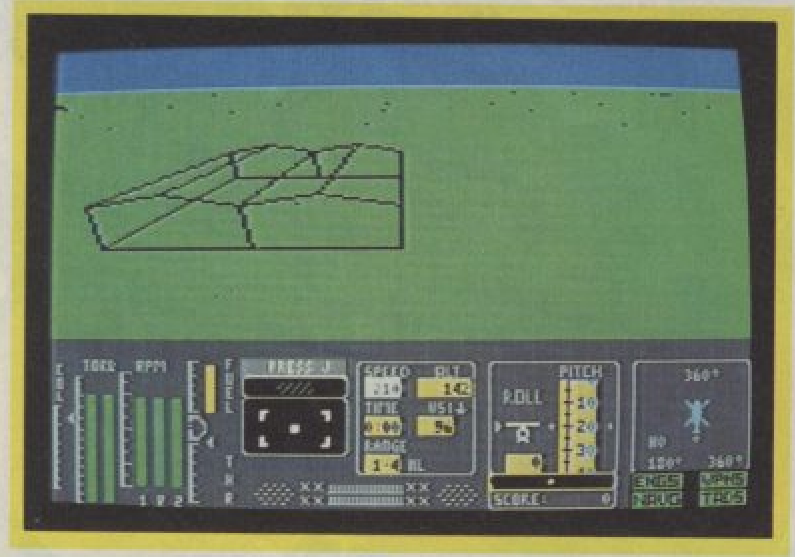
Before lifting off, you'd better have a good look at the display in front of you. The top half of the screen shows either the terrain around you or a map display of your position in relation to the battlefront and enemy occupied territory. You're also shown the position of the nearest hostile enemy helicopter. This is particularly useful in helping you to plan your offensive.

A clearly laid out instrument panel covers the lower half of the screen. It's easy to read and contains, on the left: engine, rotor blade and torque instruments, Target Acquisition Display and vital displays of speed, pitch and altitude.

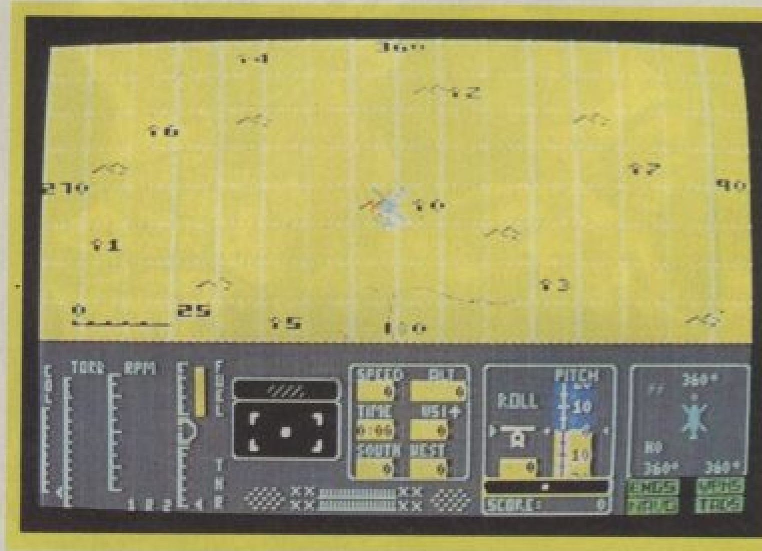
The right side contains navigation instruments: aircraft heading, bearing and track to landing pad, hostile target and navigation beacon. Finally, there's a display of the weapons at your disposal.

Of course, the weapons are what the strategic part of the game is all about. You score points for destroying targets, but the score is higher the more difficult the weapon used. The most difficult is your

Buildings swoop past beneath you as the Tomahawk speeds towards the enemy. ▼



▼ Call up the map to locate the enemy tanks, and choppers.





30mm cannon. This is effective only within 2000 feet but it won't knock out tanks. To use it, the target must be in your sights. The same goes for the unguided rockets of which you have 38 and which can hit targets up to 4000 feet away.

Your eight laser-guided missiles are the most effective and easiest to use, but they won't get you many points. They'll work within three miles and you only have to 'lock-on' to the target with your laser sights, subsequent tracking of the missile is automatic — pretty nifty.

Once you've mastered all this weaponry, it's safe to lift off. This is conventional and the transition to forward flight is easily accomplished.

It's possible to fly backwards and sideways as well as forwards — a very agile machine, this. But it's also quite easy to crash if you don't watch your height and rate of descent — watch out for mountain ranges too.

At speeds of more than 100 mph, you can do a manoeuvre called a Torque Turn in which you change heading through 160 degrees very quickly. But don't go faster than 210 mph or the rotor blades fall off. In the event of engine failure, you can autorotate the Tomahawk to a safe touchdown.

To return to base for weapons and fuel, simply key in the homing information to a landing pad and a bearing and distance will be

CAPT. JOHN HUTCHINSON REVIEW

automatically displayed. As you approach base, gently reduce speed to zero, enter the hover and slowly descend to touchdown. Nice Landing. You can also do rolling touchdowns at speeds less than 60 mph. And if you land in the wrong place, you can taxi along the ground to get to the helipad.

My only criticism of this game, as a pilot, is that in order to maintain a turn, you must constantly bank the aircraft; it straightens out if you don't keep jabbing with the joystick. As a result, it's quite easy to overbank in an effort to keep the turn going — this can be disastrous.

To sum up, Tomahawk presents enough strategic and tactical problems to make the game varied and keep you interested. And the odds aren't piled too heavily against you. You've got a good chance of blasting a nice selection of enemy targets before your three choppers are turned into scrap metal.

The graphics are clear and uncluttered, and the sound effects realistic. Navigation and the tactical situation are well presented on the map display.

In all, Tomahawk is a very entertaining simulation and I had lots of fun with it.

Capt John Hutchinson



You are told what went wrong after every crash.



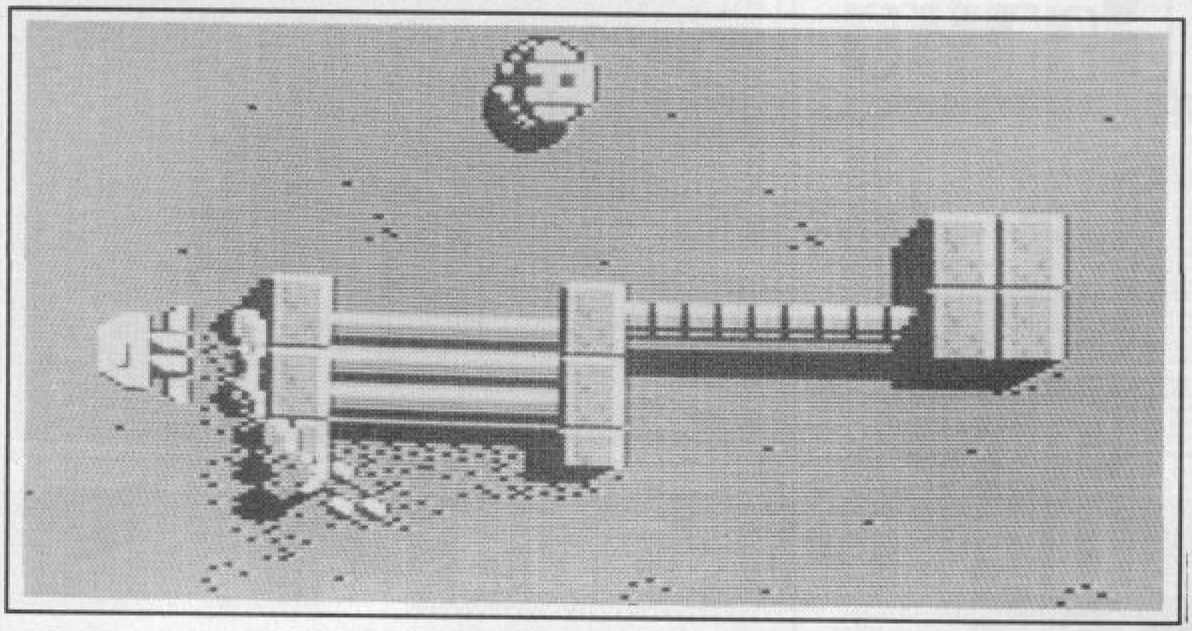
Crash, bang, wallop — our chopper ace gets a little too close to an enemy tank.

Category	Rating (1–10)
Graphics	8
Sound	7
Toughness	7
Endurance	8
Value	8
Overall	8

C.U. Screen Star



ocean
DIGITAL INTEGRATION
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Enemy installations litter the planet surface.

EREBUS

COMMODORE 64/128
VIRGIN
Price: £8.95/cass

It seems that space games are back with a vengeance . . . The software shelves are beginning to groan under the weight as hopeful authors try for a ride on the *Uridium* bandwagon. *Erebus* comes from Steve Lee who of course was responsbile for *Falcon Patrol*, one of the first really good shoot-'em-ups for the 64 (still worth playing if you can sniff it out).

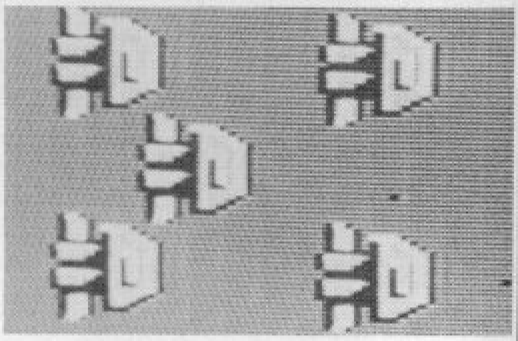
There's got to be a good storyline too. And this is what you're lumbered with. Aliens have invaded a celestial chemical plant and clever clogs has volunteered to give 'em the big elbow. Stifling a yawn you set out to clear the 12 sectors of cosmic occupation forces. It won't be easy, that's for sure, but thankfully not hyper-impossible. After wishing you had plumped for a classier space ship (I'm entitled to a few moans!) you make a start on getting those laser tubes white hot. Each sector is theoretically a circular tube as seen from above, with your position marked off on a convenient gauge.

There is a port leading to the next level but this remains closed until you have created several tons of scrap iron from the enemy flotillas. The alien formation let fly with ordinary laser pulses and twisting discs. While you are dodging these take care to avoid buildings and installations that cast a shadow or you'll never get to check out my description of the juicier levels.

Between each sector there's a real old-fashioned bonus game where you stand at one end of the screen spitting fire at the alien hordes silly enough to try and wipe out a galactic hero.

Now to outline the levels which obviously have to be just variations on a theme unless you get into the realms of multi-part loading. I reckon the graphics bloke has used the 64's memory very well to produce the impression of twelve fairly distinct regions.

Starting off in the brown Arid Zone you take pains to avoid the boulders strewn about everywhere and blast away at space ships that look like they have come straight off a British Aerospace drawing board.



Arriving at the Shloop Tube, which is constructed of grey metalic plates there's a gaggle of whacky aliens to hot things up. Oblongs and zigzags pollute the level called Poofa Pods which is purple with the buildings painted pink.

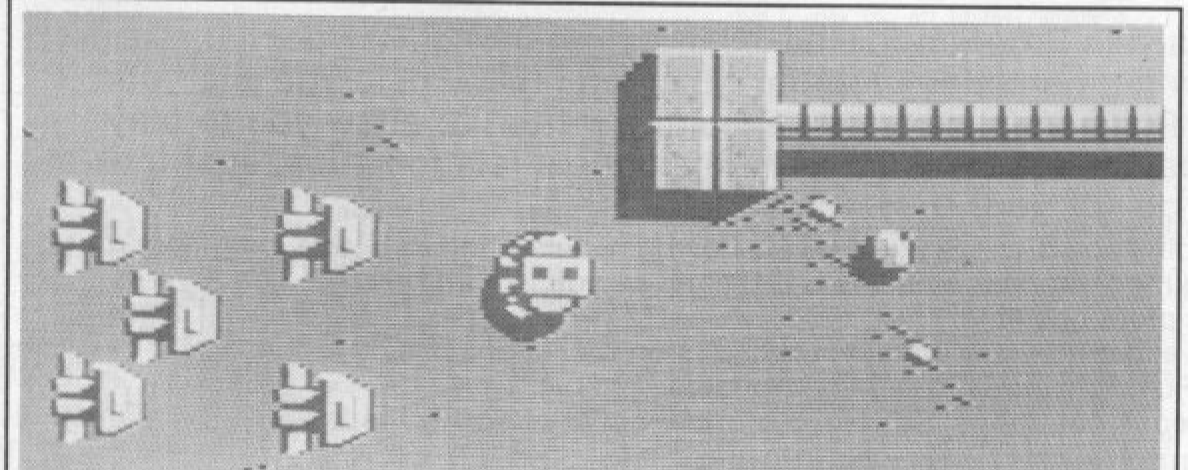
Aqua Vats has pools of shimmering liquid with aliens disguised as soap suds while the next zone, decorated with blue honeycombs, has plenty of structures that need blowing away.

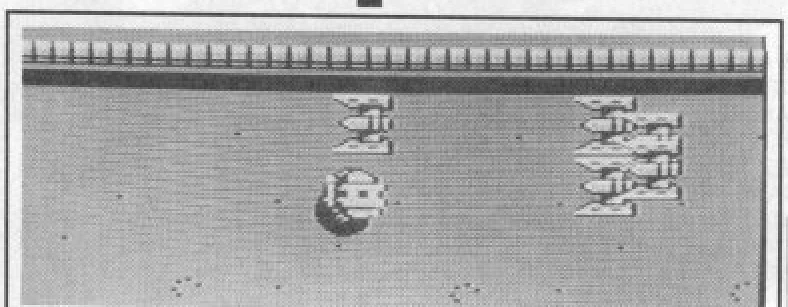
Next you arrive in Arid Zone 2 which is the same as the first but with different coloured buildings. The Hot House is highly effective with its pulsating red background and bow tie fighters. Four more regions bar your way to the final showdown in the tube called Hula. Here there are plenty of odds and ends to shoot at, plus laser gates to trap the unwary.

The verdict? This is not the best thing to hit the 64 nor is it really original but it's good enough to brighten up a few dreary winter weekends.

Laurie Sampson.

A wave of enemy ships sweeps towards your craft.

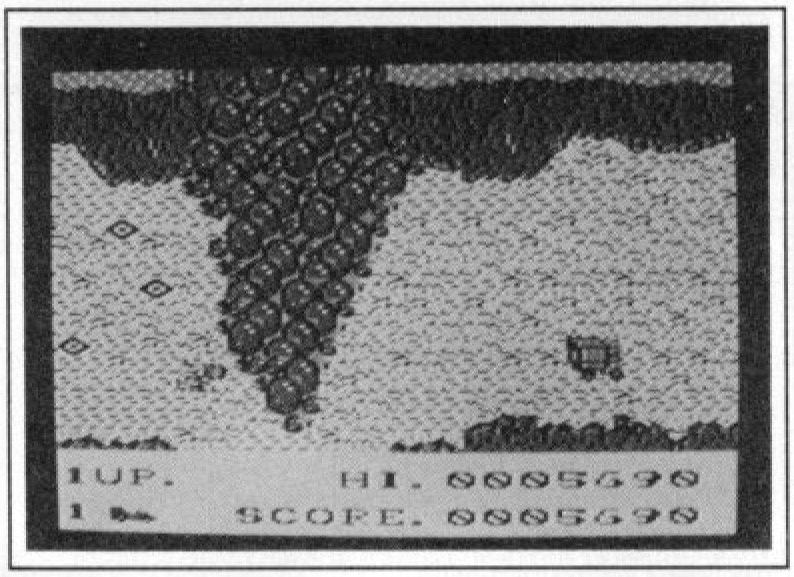




An alien ship closes. Lasers ready. Fire.

	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall



Jump over the rockslide — it looks like a bunch of grapes

● BREAKTHRU

COMMODORE 64/128
U.S. GOLD
Price: £9.95/cass

The more astute of you may have noticed that there are literally thousands of coin-ops being transferred onto your micros. Software houses seem to be snapping up those licences faster than you can say 'conversion'. And they're not stopping at coin-ops either, this Xmas we've seen films, T.V. shows, comics and even cartoons on the 64.

O.K. so it's great for fans of the respective arcade games but why not spare a thought for fans of original software? It seems to me that a large amount of software houses are thinking with their wallet instead of their brain. *(Take his soapbox away, Ed).*

Anyway, to the game. *Breakthru* is the latest in the long line of U.S. Gold conversions. Originally by Data-East, the people behind Express Raider. The object of the game is to retrieve PK430, your country's freedom fighter. So it's into your jeep and off to the mountains.

Your jeep is armed only with a machine gun but also has the ability to leap high into the air. The jump facility is greatly needed at the mountain to jump over the regular rockslides you will encounter.

Also found on your course through the mountains are armoured cars which must be shot at with your puny gun.

Half-way along the level you will come to a tunnel full of trucks with large flame-throwers mounted upon their back. Due to a luvly great bug these are easily whizzed past. Just climb up the left-hand wall and nothing can touch you. But watch out for the gun-turret at the end.

Level two is the bridge. A killer of a level it is too. Now and again you come across gaping chasms in the bridge, which have been purposely blown up by the enemy. The major trouble with these holes is that, although they may seem unjumpable they, of course, are. What you have to do on more than one occasion is leap on to the other lane of the bridge where it hasn't been blow up. Later on in the level you will meet a large tank, but beware, when you shoot it another one tends to appear.

Level three is the prairie but it looks strikingly similar to the first level. It is absolutely no different in gameplay, and just as boring. Level four is in the city, although there are no big changes from the other levels apart from the odd tank or flame-thrower.

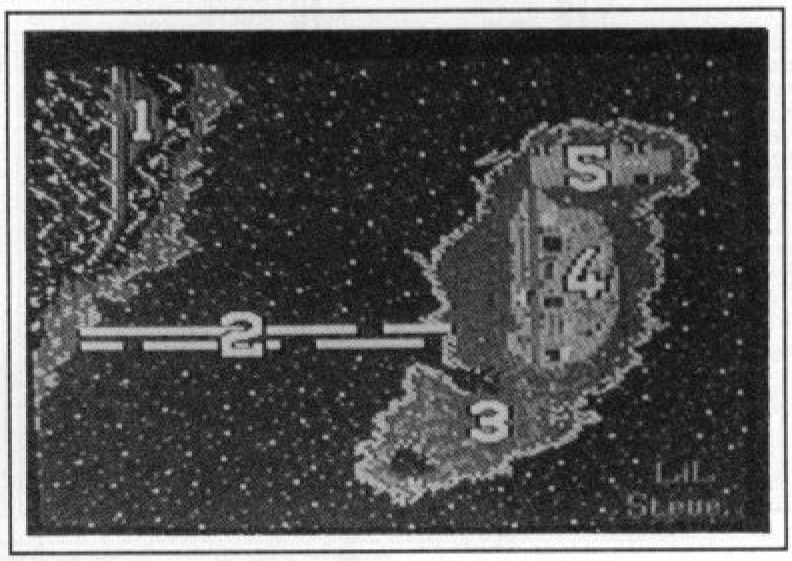
The biggest problem with *Breakthru* is that it plays badly. The whole game is downright boring to play. Although at first it is bearable after a while it becomes nauseating.

The game has an altogether unfinished feel about it, when you jump you can't tell where you are. It is just totally and utterly unplayable.

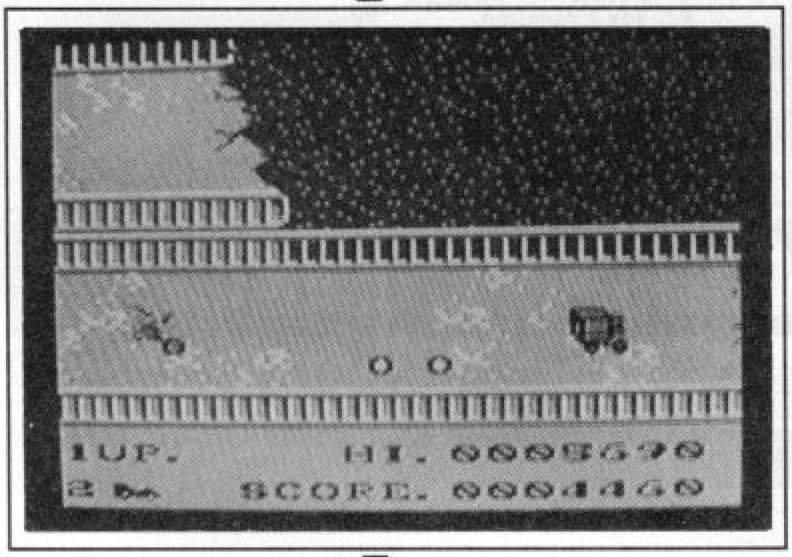
U.S. Gold can count themselves lucky that I haven't decided to list the numerous faults and bugs. Mainly because I don't wish you lot to be as numbingly bored as I was. The graphics are passable although dull. The sound is wasted on this game as the tunes are rather good.

U.S. Gold should really face up to the fact that even with a big licence slapped on it, most gamers are not going to buy this sort of effortless garbage.

Ferdy Hamilton



Five sections to endure before saving PK430

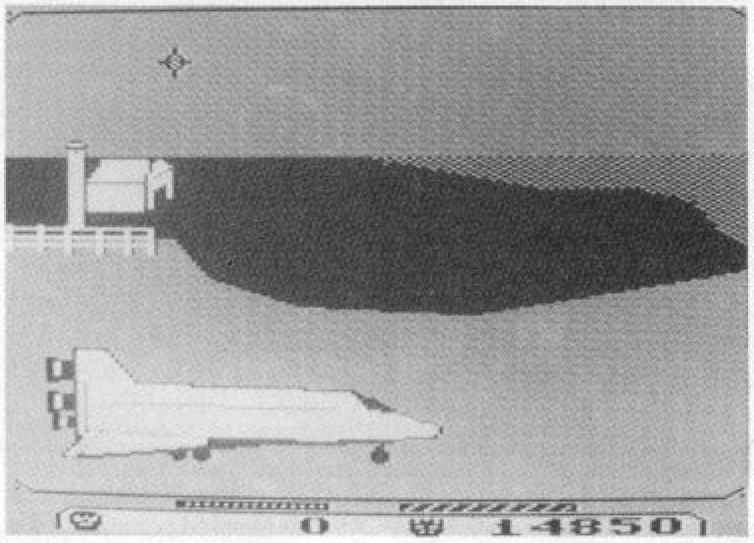


Section two looks like the M1 on a bad day



Rating	Score (1–10)
Graphics	5
Sound	8
Toughness	5
Endurance	2
Value	2

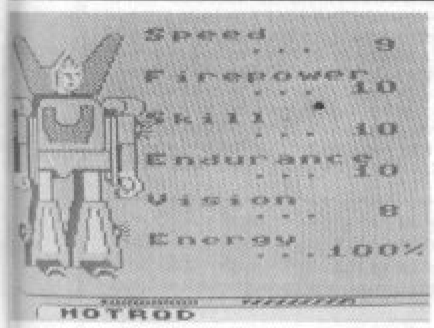
3 Overall



The Decepticons pinch power from the Shuttle

TRANSFORMERS

64/128
ACTIVISION
Price: £9.95/cass



This is the second game to come out of those expensive little toys that have a knack of breaking in your hands when you're trying to "transform" them. Ocean's earlier version, courtesy of Denton Designs, was a simple and mediocre platform game.

Activision's new attempt was coded by Little Computer People supremo David Crane. He has dropped the platform angle and made Transformers a cross between arcade and strategy.

The Decepticons (they're the evil enemies of the Transformers) have decided it's about time they had another go at taking over the world. When the Decepticons decide this, nobody is amused for they are about the most evil bunch of robots you're ever likely to meet. They have formulated a plan for world domination which involves using certain key locations on planet Earth.

A map screen shows you the areas which the Decepticons plan to attack. This is the main play screen as it is where the decisions to locate your eight Autobots are made. When the Decepticons are attacking, a certain area will flash and you can then deploy an Autobot to that area. But before you can get to grips with the enemy you must choose which of the eight Transformers to get inside, preferably the one at the troubled location.

This is where the arcade section comes into play. You view the planet from inside the Autobot, shooting down the Decepticons that you see flying about the screen, with the aid of your cross-hair sights. The only problem is that there is a long delay between firing the shot and it actually hitting the spot. This makes any serious Decepticon blasting extremely tricky.

And just shooting Decepticons isn't enough (it wouldn't be would it? Ed). You must find out what they are trying to achieve at that particular location. That's not easy to fathom because it could be anything from stealing energy to making a 100-foot rhinoceros.

Deciding where to send each Autobot is crucial as they can run out of energy and fire-power very quickly. To help in this, a status screen gives you a rating out of ten for each ability — speed, fire-power — and a percentage rating for energy.

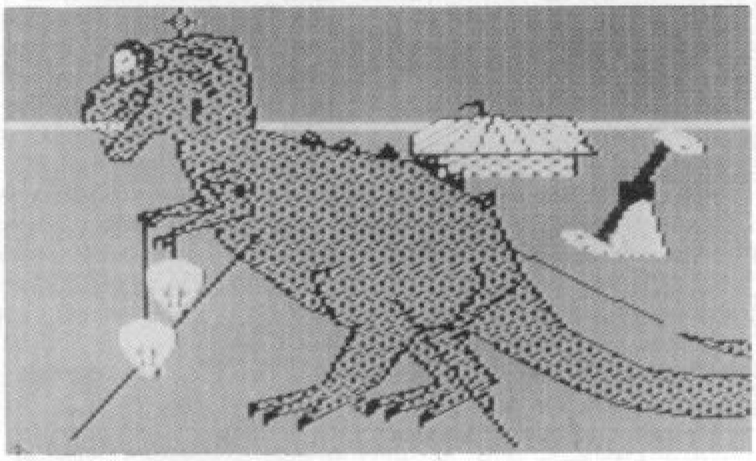
Another key decision is to choose which Autobot is to be your strongest. This one will have longer lasting energy and more blasting power. This 'limited-edition' Autobot will be despatched to the location where the Decepticons are strongest.

The strategic element of Transformers works quite nicely with useful straightforward commands. It's the arcade section that lets the whole thing down with dated shoot 'em up play. After seeing the spectacular cartoons where Decepticons are being blasted all over the place with innumerable types of weapons, you'd think Activision could give us a bit more than a cross-hair and a few round balls.

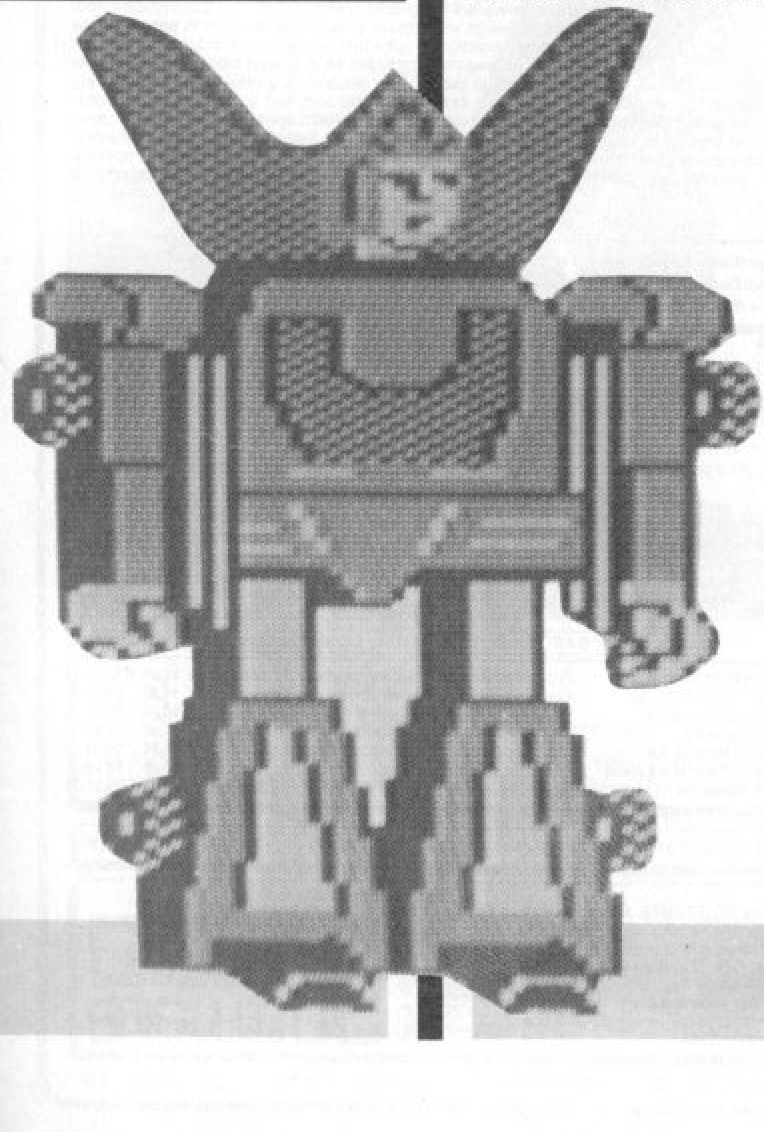
As for the name "Transformers", the transforming element only comes into the game when dealing with the key Autobot. And although it may look very pretty, it is of little or no importance. Graphically, Transformers is attractive but the sound is sparse. This is a fun game for a while, but even the most ardent Transformers fanatic will tire shortly.

It's good to see that Activision have tried to do something original with a license, it's a pity the programming just doesn't come up to the mark.

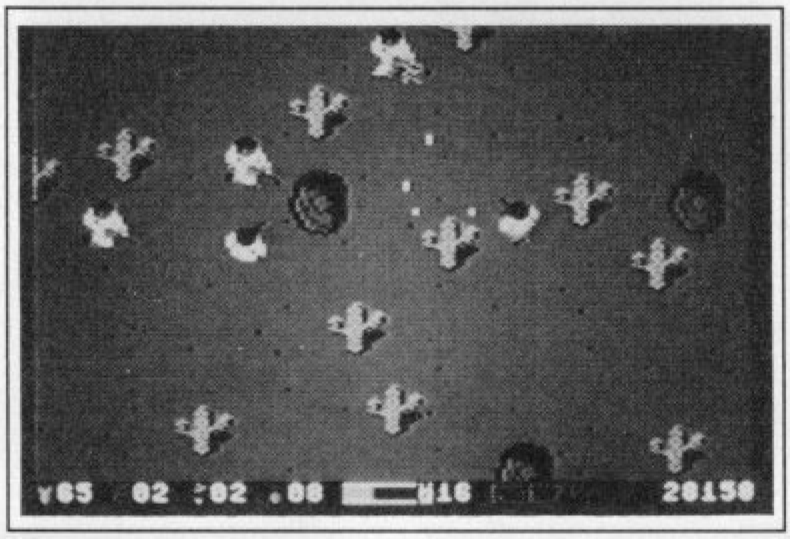
Ferdy Hamilton



Dinosaur statues in the theme park have been brought to life by the nasties



Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**5** Overall



◀ **The action screen where you take on the terrorists**

● STAR SOLDIER

64/128 QUICKSILVA
Price: £8.95cass

With your utility belt full, your weapons armed and your computer set on target, you attempt to stop another terrorist take over and get back in time for tea.

Star Soldier from Quicksilva looks very promising, well on the cover anyway. The cover boasts icon control, 100 offensive missions and a 16 directional firing mode. Sounds good eh. But when you load it ....

The game features around two screens, one with icons to select your weaponry, rank etc, the other is the action screen where all the killing takes place. When on your ship, you use icons to select items to put into your utility belt.

The items you can choose range from grenades and smart bombs to energy packs and dynamite, so you must choose carefully.

Once your belt is loaded, you may proceed to look for a job! You instantly find one by consulting your on board computer and set about finding out some more about the planet in question. To do this you must use your star map. This map can be scrolled in all directions and you can examine any planet on it with the touch of a button.

This is one thing that niggles me. If you want to find out about a planet, you must scroll all around the map, placing your square on each planet until you find the right one. This wastes time, so an option to type in the name of the planet would have been greatly received.

Now that you're all set, you can get started by pressing go. Instantly you find yourself beset by renegades, bandits, pirates or rebels depending on which mission you picked. This is where the fun starts.



You run from right to left across a scrolling screen shooting your heart out, killing lots of nasty men. You can use smart bombs and grenades here, each with the satisfying result of a few more dead villains.

You will come across walls and guns which can be destroyed by laying explosives and also extra goodies which pop up when you kill a certain baddy. You may come across shields, which give you about ten seconds of protection but they cost you energy, or pow's which give you the ability to shoot through objects.

You will eventually get to a stone wall where you will have to blast your way in, walking towards the wall whilst firing.

Just past the wall is the end of the mission, and you will be given a certain amount of credits. And boy are some of those planets stingy! After you have been paid, you go through the whole process again, and that's the game.

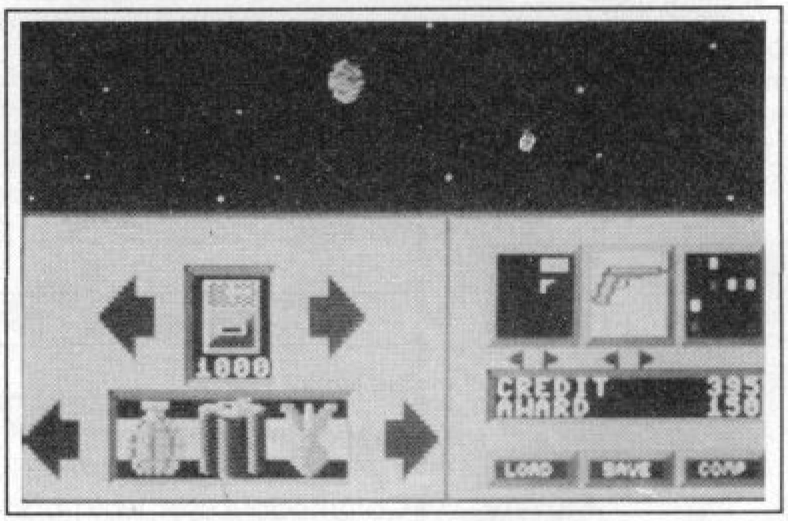
I want to know what happened to the 16 directional firing, which is almost impossible anyway and another thing is that on all the missions I played, I was fighting against things shaped like humans. You'd think some planets should have alien beings on them.

As for the graphics, well, you can guess what they are like with my 'Time Machine' theory, and that goes for the sound too.

This might have been a hit two years ago, but now it's just old hat.

Chris Cain

Options screen: select your weapons and mission ▼



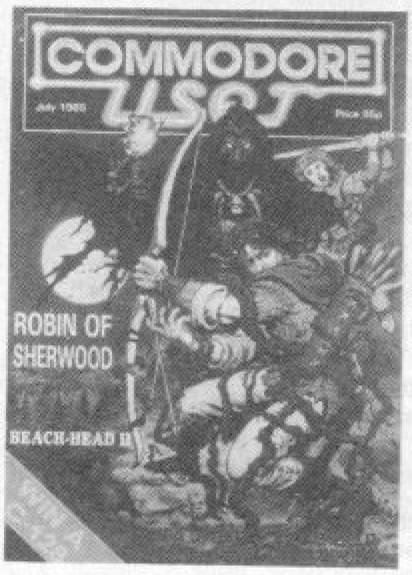
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall

BACK ISSUES



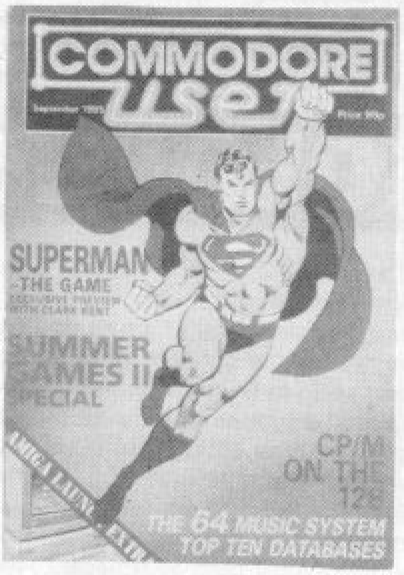
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JULY '85
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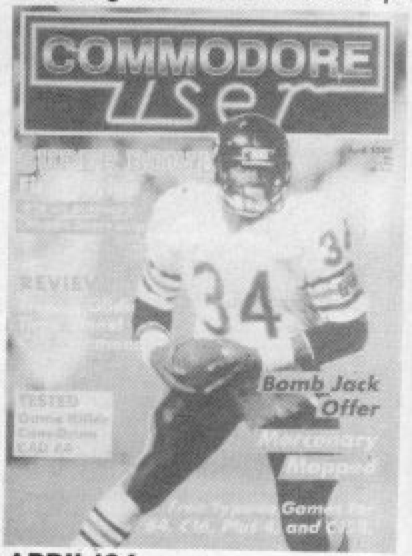
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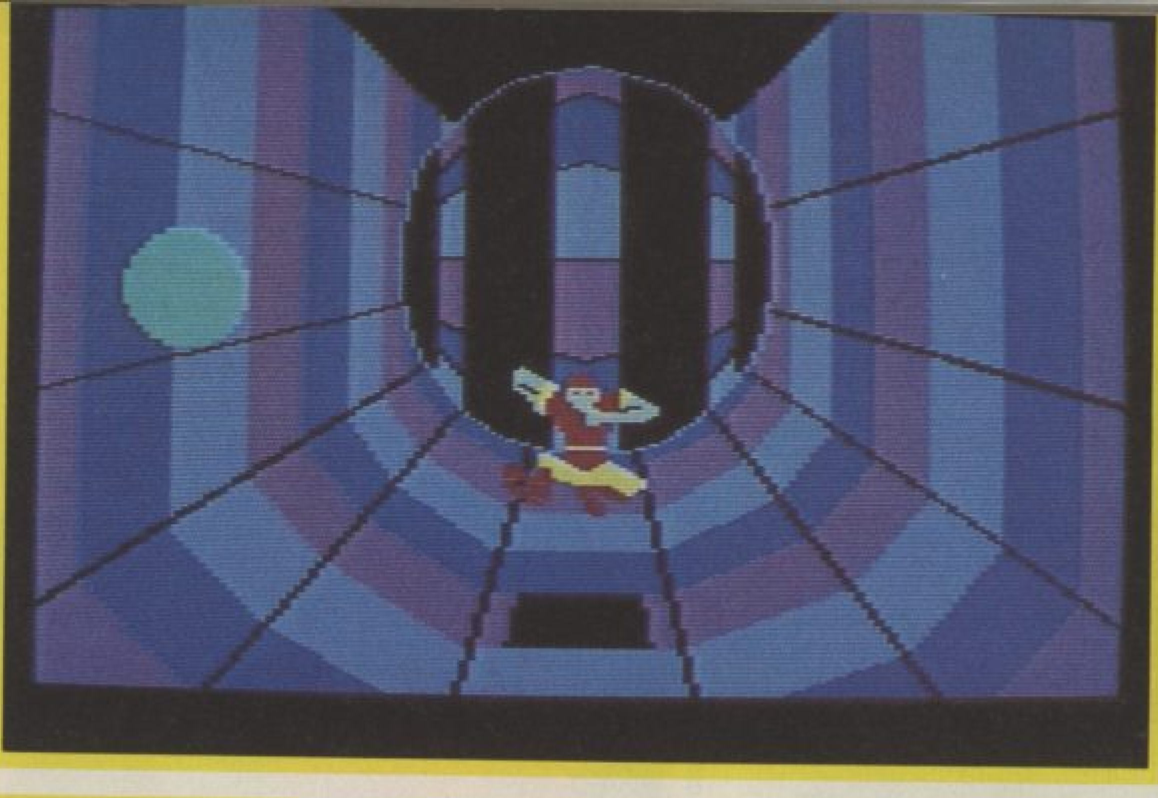
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torch since a light seems to flash guiding you through a safe route.

There's no more help for the rest of your mugger's journey. You emerge in the second sheet in ***Boulder Alley*** where for your avaraciousness you are chased by a large rock, Indiana Jones-style.

From then it's into the ***Throne Room*** where you find yourself embroiled in some of the traditional *Dragon's Lair* gameplay, moving the joystick around to dodge hands of fire and so on.

◀ **Stick your oar in to avoid the rocks**

● ESCAPE FROM SINGE'S CASTLE

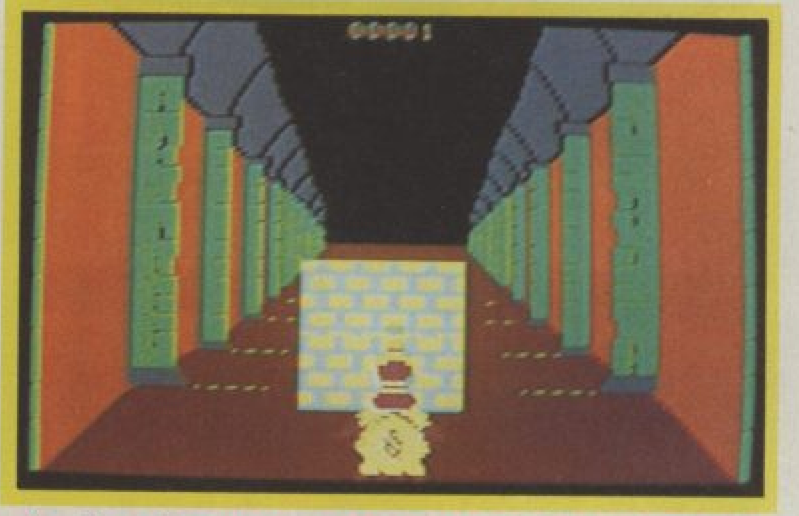
64/128
SOFTWARE PROJECTS
Price: £9.95/cass



Last year Software Projects released a conversion of the famous laser disk arcade game *Dragon's Lair,* and now they've followed up the success of that with a sequel.

In the original a malicious dragon ran off with the king's daughter and imprisoned her in a crystal ball with a short supply of air. Dirk the Daring came to the rescue, braving falling discs, burning ropes, a deadly weapons room and a nasty chequerboard among other perils. Soon after he married her, but it seems as if that's not enough for Dirk. He wants riches as well, so this time he's going back to the castle where a lizard king now holds sway over a pot of gold.

Once the game has loaded, using the same 'load-while-you-play' trick (which many other companies should have adopted but haven't) you find yourself confronted by more murderous perils. Dirk begins in the river caves, where he is swept along by rapids towards jagged boulders. Fortunately someone s shining a



▲ **The Flying Nag: hang on cowboy he's going to run you into a wall**

The pot of gold awaits you in the ***Dungeons of the Lizard King*** but you'll have to kill him first. Fail and he'll drag your carcass off the screen like a sack. If you manage to waste the rotten reptile and nab the gold you'll have to make your escape on a ***Magical Flying Horse.*** Trigger it ain't, and you'll find the stupid nag running you into walls. It would be more use to you as glue, but you're not given a choice between pasting things in a scrap book and escaping, so you have to make the best of the untrusty steed.

Before you ever make it out and bank your money in British Airways shares or whatever state asset the king's currently flogging off, there's another dungeon, some mystical mosaics and a spectacular last trial. ***The Mud Monsters*** is a huge volcanic area where the mud boils and comes alive in an attempt to stop you legging it with the dosh.

As a sequel *Escape from* is a considerable improvement on the original. The irritating sequence which followed Dirk's death in *Dragon's Lair* where you crumble and reassemble slowly has been adjusted so you can skip straight back into the action by a couple of stabs on the fire button.

The graphics are also better, but the major improvement on the first game is in the area of sound. There's a Rob Hubbard tune for each test you have to face, and eight Hubbard tunes in one game is pretty good value. In short this will be of interest to newcommers and those of you who bought and enjoyed the original. Go for gold!

Kirk Rutter



◀ **Boulder Alley: Get your Indy hat on**

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall

Classic Snooker

CBM 64/128 — C16/PLUS 4 (ENHANCED)

AUTHENTICITY
CLARITY OF GRAPHICS
ACCURACY

Classic Snooker is entertainment at its best and a tough challenge with facilities to practice and improve. Perhaps one day beat the computer at its own game!

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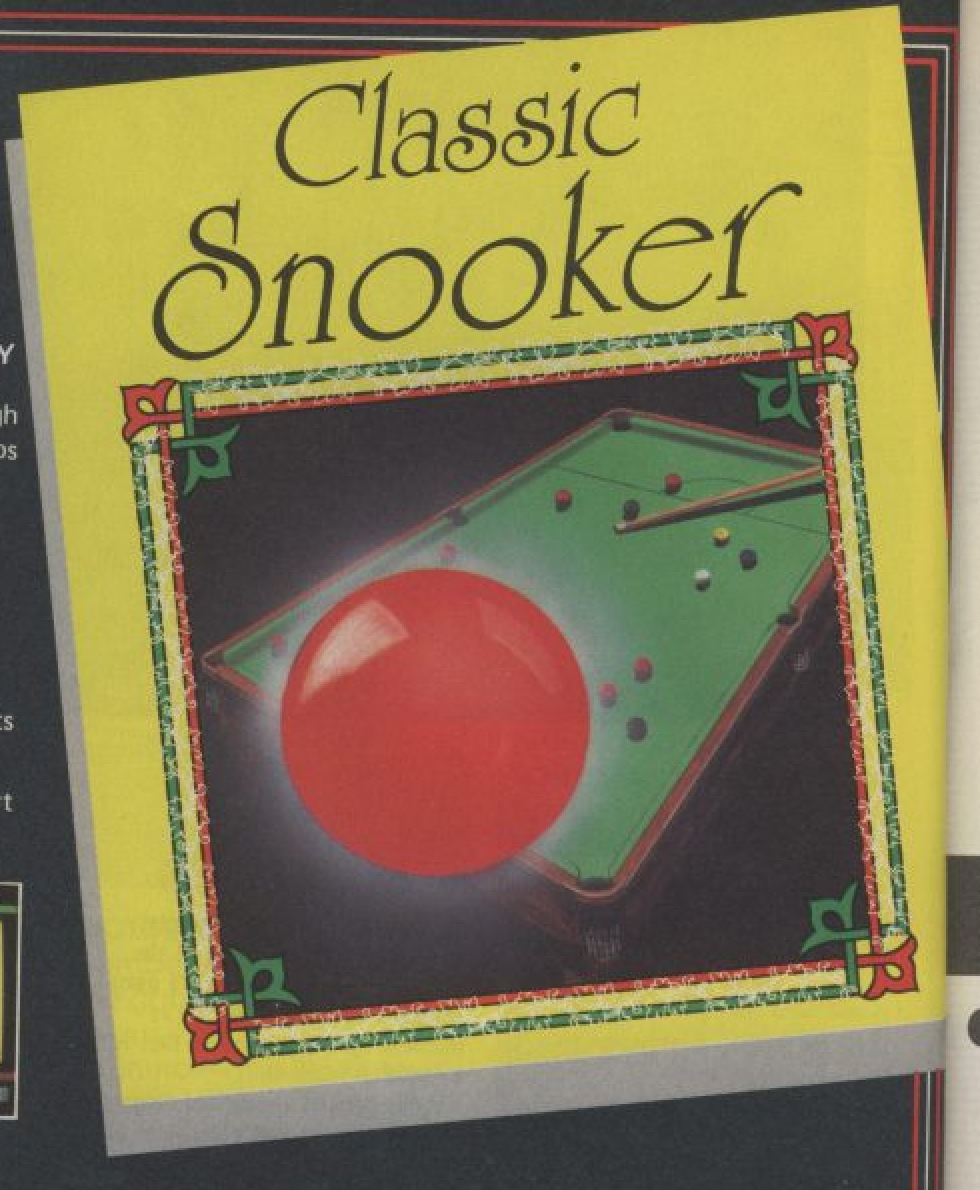
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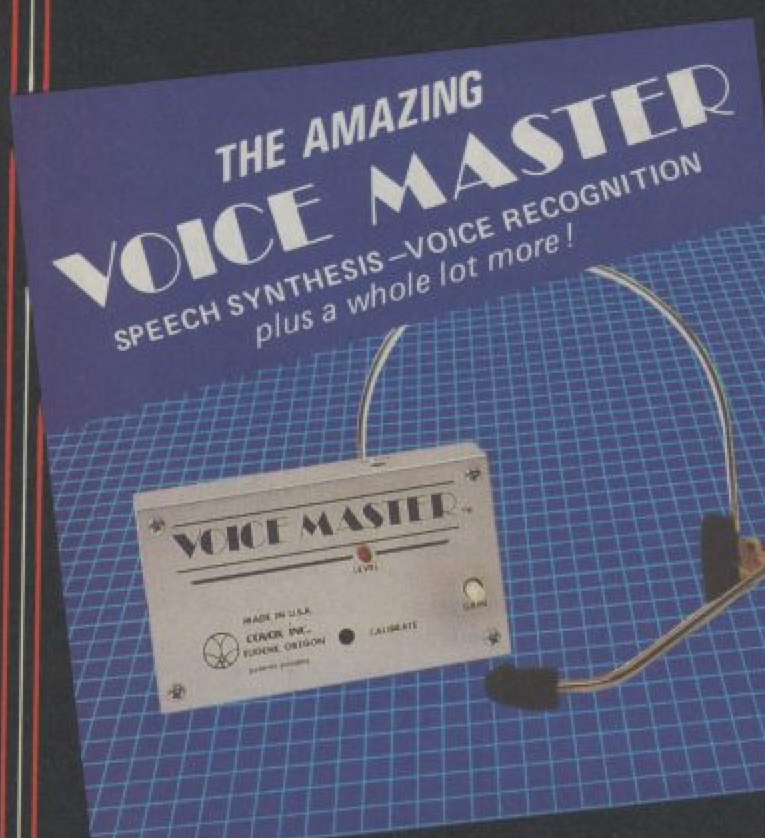



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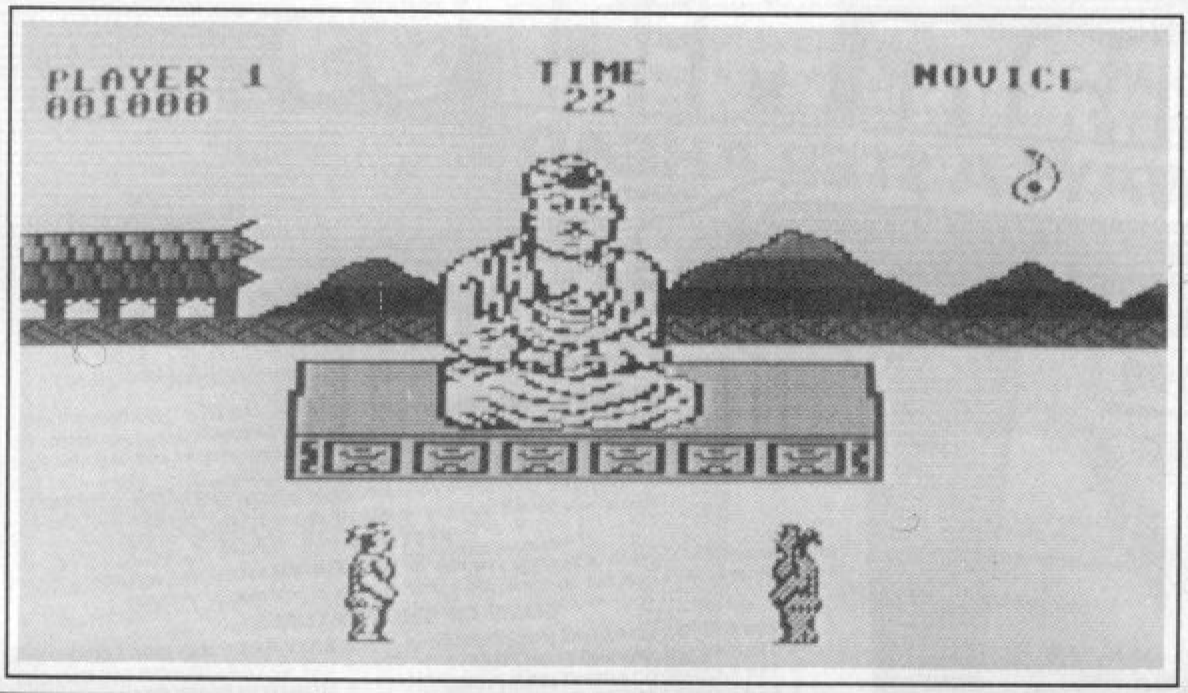
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Each time you score a hit you are credited with a little semi circular flag (don't know the proper name for it, but there probably is one). Once you have four of these your opponent gracefully retires, or you do, if he's the one with the pennants. A particularly juicy hit gets you two flags at once.

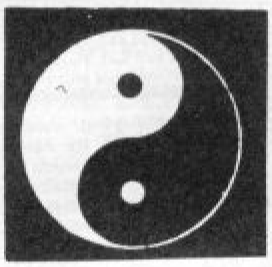
With both novices out of the way it was time for the Fist Dan to come on. Someone a bit more practised I thought, better watch my step. Not so, he got, and took the same treatment as the novice. Another First Dan and two Second Dans came and went the same way.

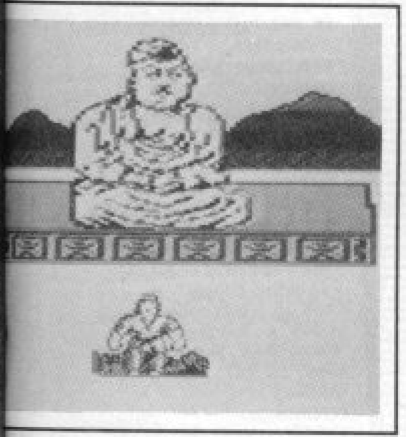
◀ No wages for you McMahon, the Buddha looks nothing like me — Ed

● WAY OF THE EXPLODING FIST

C16 and Plus/4 MELBOURNE HOUSE

Price: £8.95/cass





Lots of good moves but not enough competition ▲

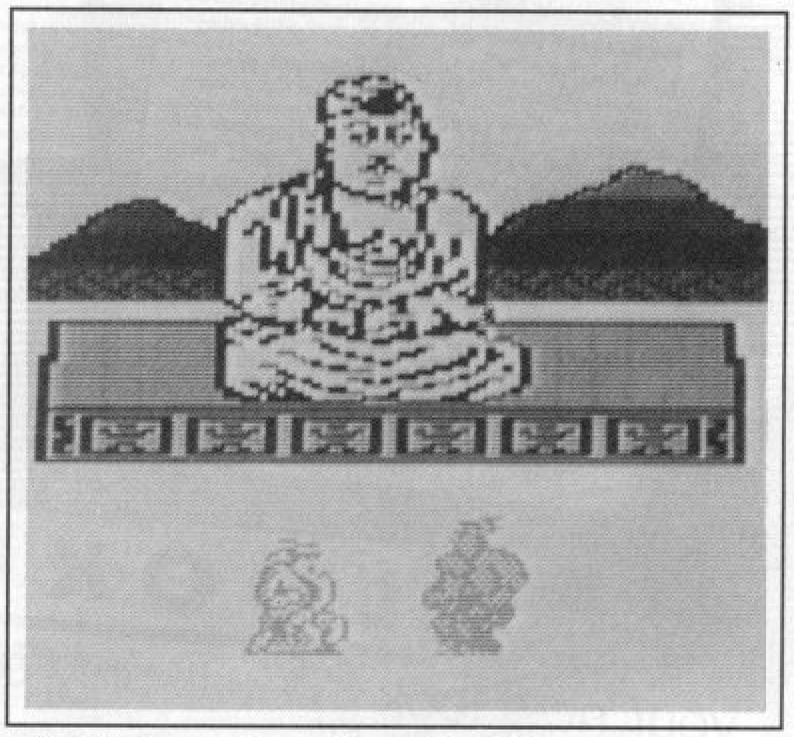
If you rushed out to buy *International Karate* before Christmas and are now too skint to spend your money on a decent combat game, don't worry, *Way of the Exploding Fist* isn't it. C16 owners have waited long and hard for something that approached the quality of punches and kicks available on the 64, but the C16 conversions just aren't coming up with the goods.

At first sight, the game looks pretty good. The two combatants appear on the screen against a fairly impressive backdrop. There are green mountains in the distance, yellow sand in the foreground, a pagoda and a statue of Buddha which looks a bit like the Editor in a bath towel — the things people will do for a bit of publicity.

The first opponent the computer throws at you is a novice. This is an excellent idea as it gives you the chance to discover what cunning blows your master of the art has up his sleeve, or under his belt as the case may be.

And they're pretty extensive too. There are sixteen altogether, including the old favourites like the roundhouse and the crouch kick (the one that gets them in the ankles). Try as I might, though, I couldn't get my man to perform a somersault or a flying kick. As it happened, none of this fancy footwork was needed, since the novice was easily despatched with a couple of straight punches. Oh well what do you expect from a novice?

After the first novice came a second who was similarly dealt with.



▲ Novices or Dans, they all get the same treatment

Third Dan Opposition was a bit craftier, but it was still just like any other day at the abbatoir. Fourth Dan came and went just like the rest. I could go on, but I'm sure you can all count.

If I'd thought all this was leading anywhere I might have continued with it, but I got the distinct impression that I'd have been sitting there at midnight with only Mr 127 Dan for company, a prospect I did not relish.

Like I said, it's a shame. In every other respect *Fist* is great. The characters are really well drawn and animated and all the moves are there, but what's the point if you don't get the chance to use them?

Ninja Master, which was a heap of rhinoceros dung, at least had some variety. The crying shame is that *Fist* is in a different class altogether, or could be but for the weedy opposition.

Ken McMahon

Graphics	8
Sound	4
Toughness	2
Endurance	3
Value	3
5 Overall	

Evesham Micros

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DOLPHIN DOS

THE EFFECT IS STAGGERING.

Now established as **THE parallel operating system** for the 1541 disc drive. Hundreds of satisfied users include business, hobby and full-time programmers **including the Gremlin Graphics team.** The speed and efficiency is truly unbelievable, it is compatible with **the vast majority of commercial software,** speeding up both the loading of the program **and of SEQ/REL files.** (It is brilliant with Superbase, Easyscript, etc.) For non-compatible programs it can be **completely switched out.** It DOES NOT use a special disc format and your existing discs will be compatible.

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Fitting involves the insertion of two sub assembly circuit boards, one in the 1541 and one in the '64/'128. These normally just plug in but on some '64s a small amount of soldering is necessary.

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- ★ 25x FASTER LOADING (PRG FILES)
- ★ 12x FASTER SAVING (PRG FILES)
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- ★ E.G. LOAD 202 BLOCKS IN 5 SECS
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- ★ DRIVES CENTRONICS PRINTER
- ★ ENHANCED SCREEN EDITOR
- ★ EXTRA BASIC COMMANDS

(These figures do not allow for searching)

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Available for CBM 64 or '128 in '64 mode, please specify.

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If you require further information please send SAE for fact sheet

STOP PRESS

Dolphin DOS wins C.C.I. Oscar for best utility of 1986. First ever 100% hardware rating in Compunet review. Many more software houses now using D. DOS include: Superior, Alligata, Adventure International, Thalamus, and Domark.

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After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.

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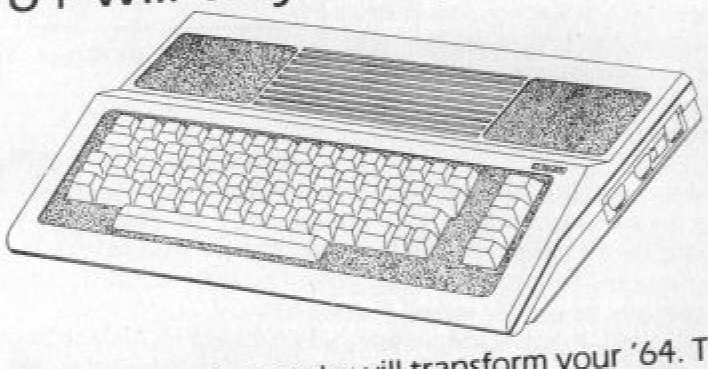
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NEW MK. IIIB VERSION

FREEZE FRAME

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SUPERB SELECTIVE FILE COPIER BUILT IN, WILL LOAD AND SAVE FILES UP TO 248 BLOCKS LONG AT HIGH SPEED

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"Freeze Frame" is **simplicity itself** to use. Just plug it in the cartridge port, switch on and select required option from the menu. You can then load and run software totally as normal. The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike some competitive products).

"Freeze Frame" can be brought into operation at any convenient point by **pressing the button** on it. You can then do one of three things:–

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include an auto booting very high speed reload (many programs reload in less than 30 secs).**
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IT'S AS SIMPLE AS THAT

ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDENTLY OF THE CARTRIDGE

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SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".

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SELECTED PRODUCTS

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INCLUDES THE FOLLOWING

"**EVESHAM 3 MINUTE NIBBLER**" is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Copies highly protected discs in 3–4 minutes.** Handles **the latest types of disc protection completely automatically.** This often involves the use of the "**PARAMETERS**", these add the vital secret code that the highly protected programs check for. (This is the important difference that makes this the best.) At the time of going to press this program copied **virtually all the English and American programs available for testing,** including the latest in games and business software.

"**DUAL DRIVE NIBBLER**" allows the use of two drives to make **even faster back ups.** Incorporates device number change software so no hardware mods necessary.

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Many, many other useful utilities are included on the disc, including: **SELECTIVE MENU MAKER, FAST FORMAT, FAST FILE COPY, NOVATRANS, DISK ORDERLY, DISCMON+, UNSCRATCH, ETC., ETC.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

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Most routines are CBM 128 and 1570/71 compatible in '64 mode.

STOP PRESS!!

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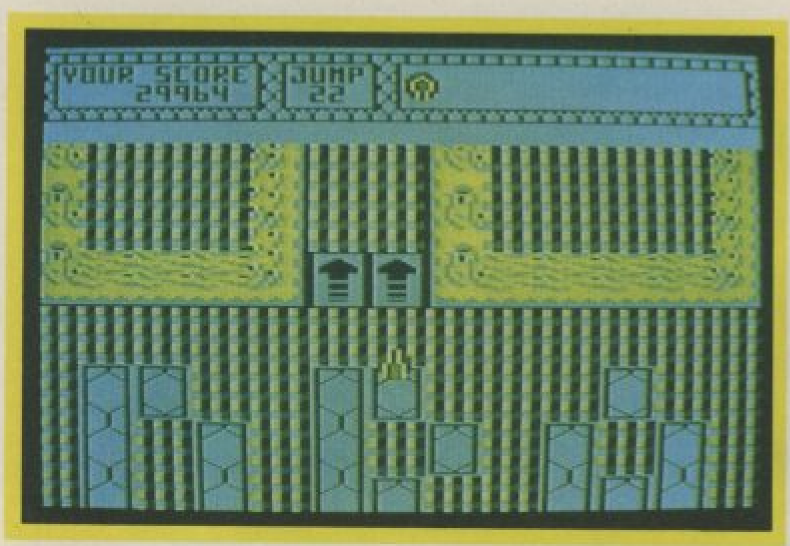
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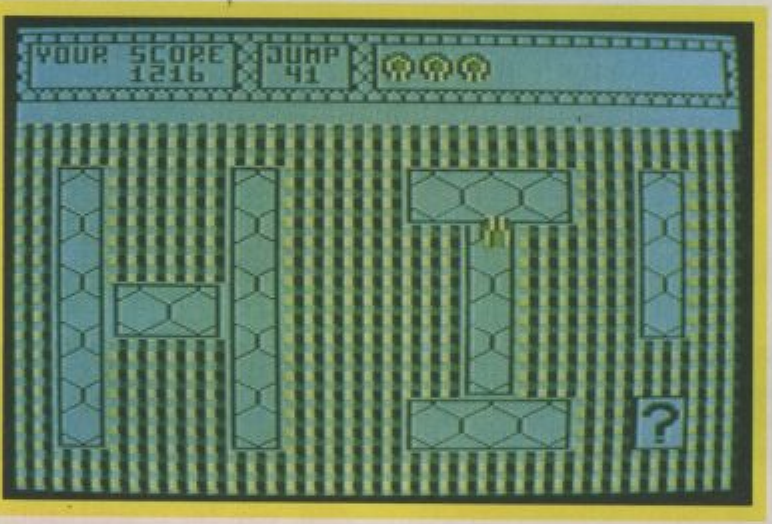
BOUNDER/PLANET SEARCH

C16/Plus/4
GREMLIN GRAPHICS
Price: £9.95/cass

C.U. Screen Star



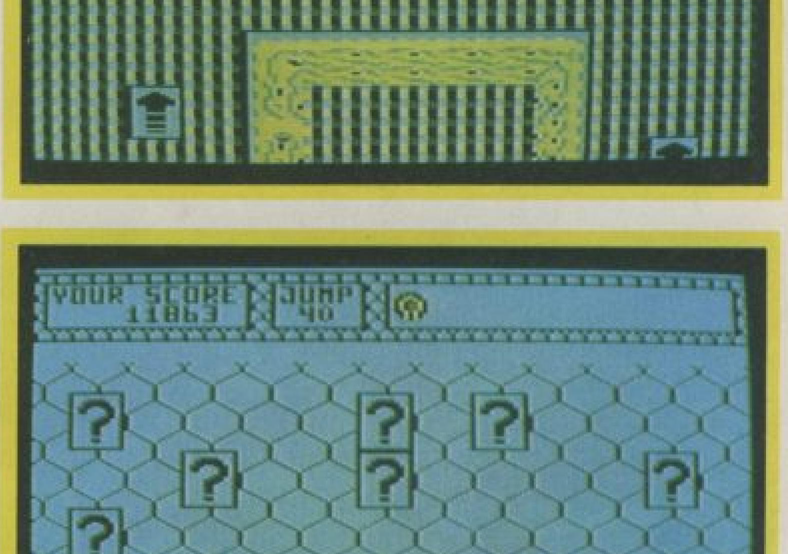
◀ **Pretty good graphics for the C16, eh?**



◀ **. . . and you even get a welcoming message**

If you're a C16 or Plus/4 owner your eyes must glisten with an anticipation and then cloud over with distrust when you hear of a conversion of one of the 64's top games. Far too many jobs have been botched, at least hurried out, on the smaller machine. *Commando, International Karate,* the list is large.

Bounder, some of you may remember, scored instant success with its simple, novel gameplay when it was released about a year ago.



Graphics get better the further you reach ▶

Then the game asked little of the 64, except to animate hopscotch. It was gloriously simple, immensely playable, and furiously addictive.

There's no real reason, apart from the ineptitude of many of the country's C16 programmers, why it couldn't be adequately converted. And bless me if Gremlin, who you have to consider as the best programmers on this machine, haven't gone and done the bizzo. It's just as good as the original.

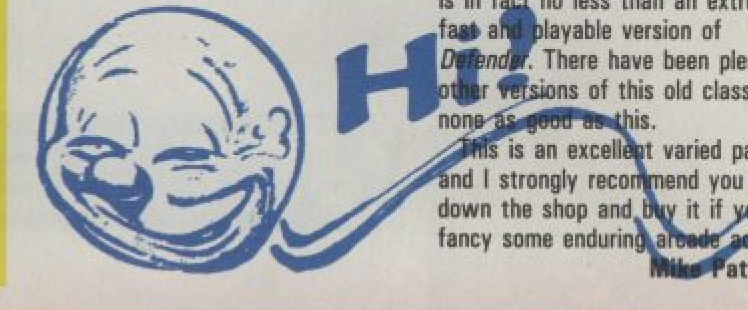


You get a bonus screen after each level ▶

For those of you who haven't come across the game before let me explain. You control a bouncing ball and guide it up the screen whilst avoiding the many pitfalls that lie in wait for you. As you bounce along you make for the various tiles dotted around. Some, though, are unpassable or take you up unpassable routes. Others are singled out with question marks that may prove beneficial, but may just as often cause your undoing.

As you progress up the levels extra dangers appear in the form of exocet missiles, and although there's only five levels in this version, there's enough to keep you occupied with for a while. At the end of each level there's a bonus screen.

It all adds up to an excellent and entertaining game. And if that wasn't enough you get another one on the other side of the tape. *Planet Search* is in fact no less than an extremely fast and playable version of *Defender*. There have been plenty of other versions of this old classic, but none as good as this.



This is an excellent varied package and I strongly recommend you to get down the shop and buy it if you fancy some enduring arcade action.

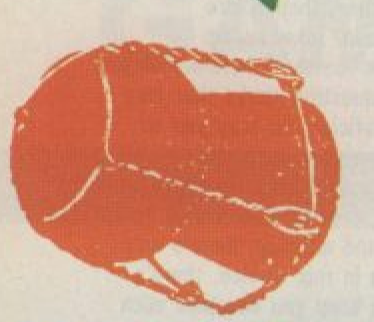
Mike Pattenden

C.U. Screen Star

Rating	Score (1–10)
Graphics	8
Sound	6
Toughness	8
Endurance	8
Value	9

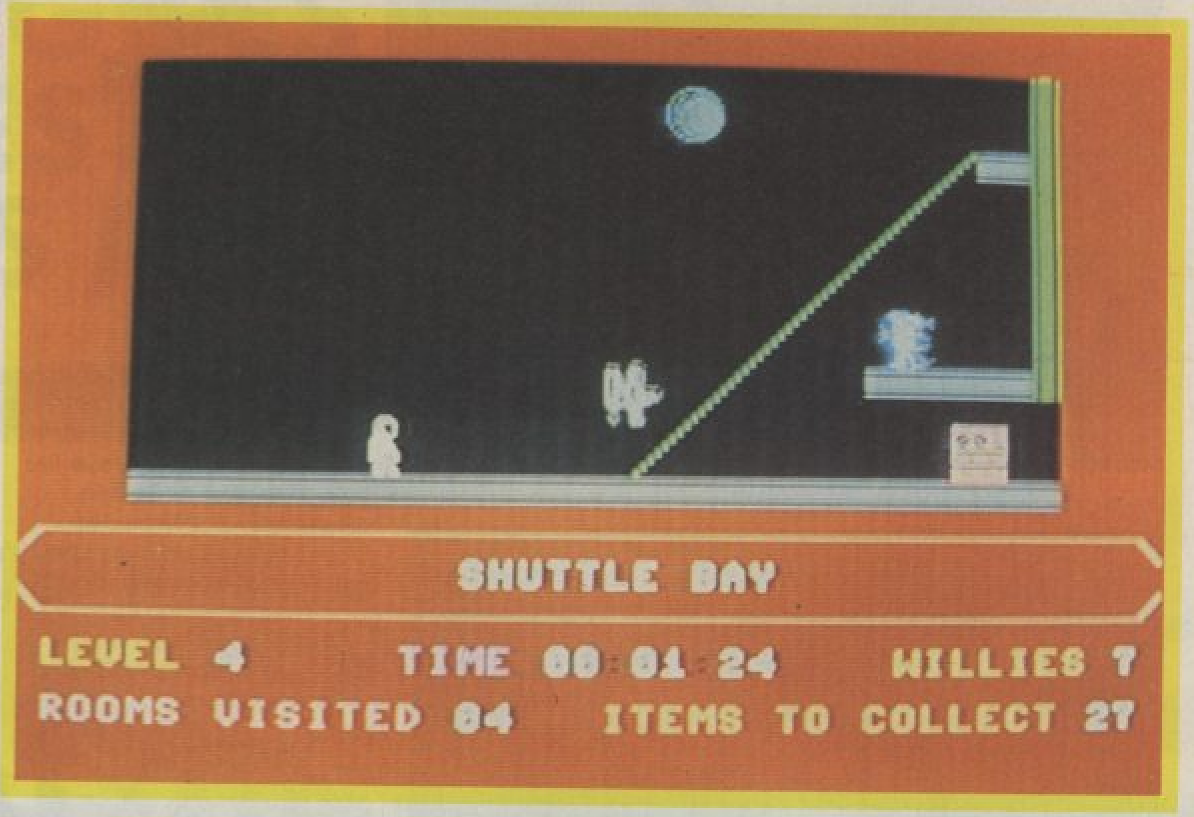
8 Overall

C.U. Screen Star



C16 and Plus/4
TYNESOFT
Price: £6.95/cass





▲ **Willy swops his flat cap for a spacesuit**

JET SET WILLY II

C.U. Screen Star

The people at Tynesoft have sure been busy flashing the old cheque book around. Just recently they snapped up the rights to *Who Dares Wins,* now they're forking out again for the first hero of the platform game, none other than *Jet Set Willy* himself.

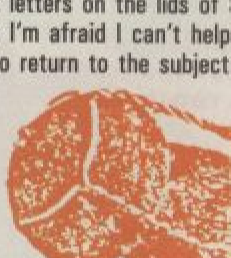
It occurs to me that you may be an alien from another planet, here to observe our strange Earth customs, in which case you won't know much about *Jet Set Willy* and the incredibly influential role he has played in the evolution of computer games.

Come to think of it, you wouldn't know a lot of other things either. Like why no bus comes for an hour and then three turn up, or why they put letters on the lids of Smarties, but I'm afraid I can't help you there.

To return to the subject in hand, long ago, in the days when a Spectrum was the only home computer you could buy, a bright young chappie by the name of Matthew Smith (I think) wrote a game called Manic Miner. This game was, for its time, the ultimate in home computer entertainment. The game was so popular that the publishers, Software Projects, wasted no time in converting it to every popular games machine that was invented. The author is now stupendously rich and lives in a huge mansion in Neasden where naked Philippino women provide for his every need.

The reason for the game's success is quite simple — it's a very good game with a cute central character — Miner Willy. In emulation of his creator's success, Miner Willy also became rich and moved to a mansion and Jet Set Willy was borne.

To celebrate his new found wealth Willy threw a party for his friends, but things got a bit out of hand and they left the place in a terrible mess. In the original game Willy has to



C.U. Screen Star

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**8** Overall



C.U. Screen Star

collect the empty glasses from every room in the house before his housekeeper will let him go to bed and sleep it off.

Jet Set Willy II is subtitled The Final Frontier, so presumably there won't be a Sequel. The storyline is somewhat more contrived than that of its predecessors. Here goes. Whilst recovering in hospital from a fall Willy gets the builders in to repair the stairs that caused him to come to grief. To cut a long story short, the builders turn out to be little green men with a talent for building extensions and making a lot of mess. In other words this is *Jet Set Willy I* with more rooms — over eighty of them to be precise.

For those who still haven't got the hang of it, you must move Willy around the various rooms, collecting little boxes perched in hazardous positions. Gremlins abound in the form of poisonous flowers, barrels, razor blades and hideous faces in a hundred different guises.

Some are stationary, but most leap, bound, hovver and slide all over the place. There are moving walkways, staircases and one or two other interesting environmental features.

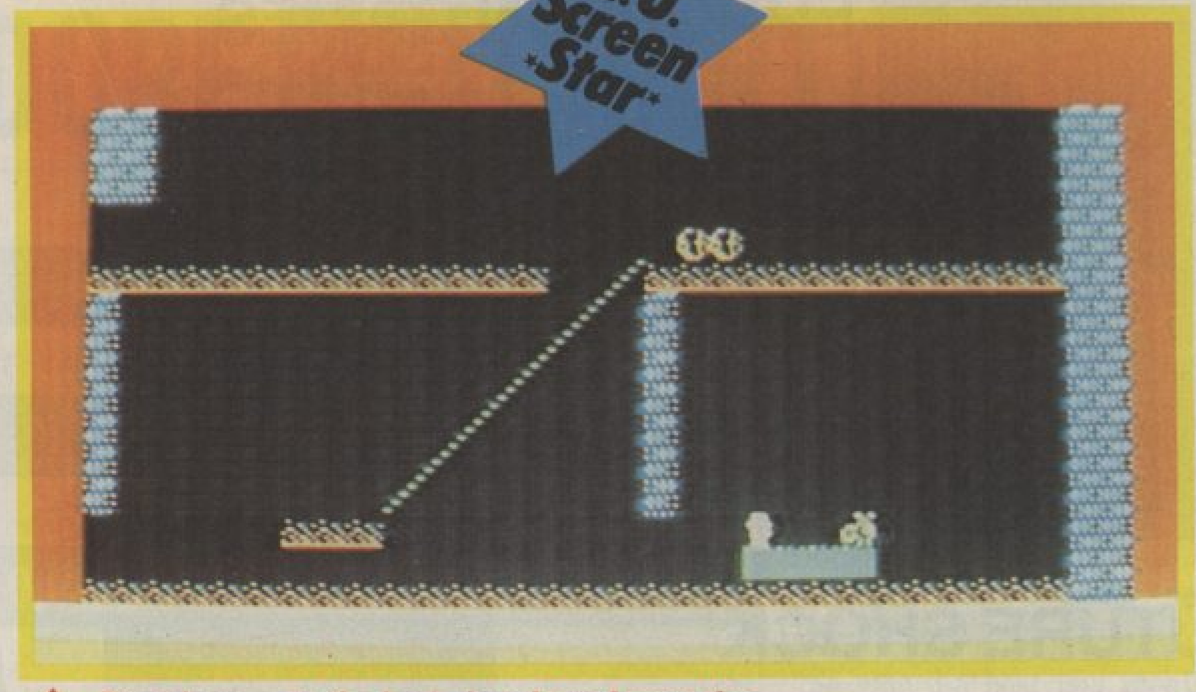
The game is loaded in four sections in order to cram all the screens into the C16's meagre memory. When you've managed to collect all 30 objects from the first part of the house the next section loads, and so on.

If you don't already have *Jet Set Willy* then I recommend you go out to get this one. Everybody should have at least one variation of the all-time definitive platform game and this is certainly the most extensive. It's certainly good value for money because it's one of those games that keeps you occupied for ever — well for a long long time anyway.

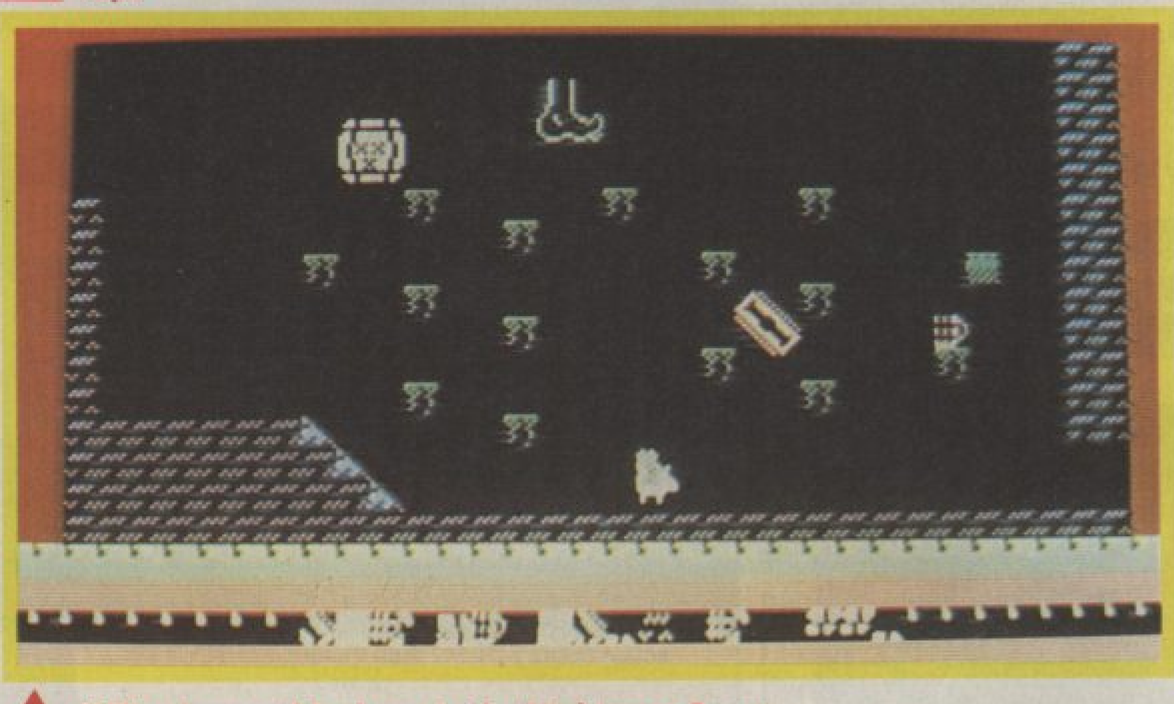
Only one complaint about a game that is excellent in every other respect. There is a rather annoying bug that causes you to lose all eight of your Willies in rapid succession — not much fun I can tell you. It happens if you collide with a baddie in a confined space. The program returns you to exactly the same spot each time with no chance of escape.

Apart from that I liked it a lot. The first person to write in and tell me why they put letters on Smartie lids can have my copy.

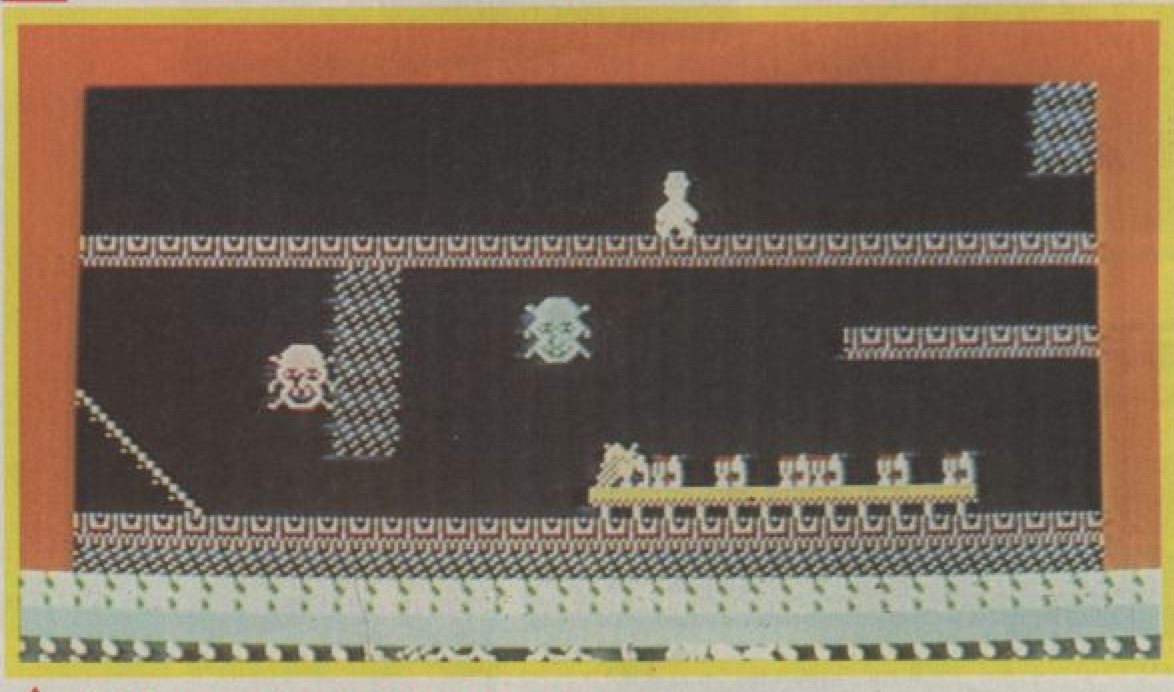
Ken McMahon



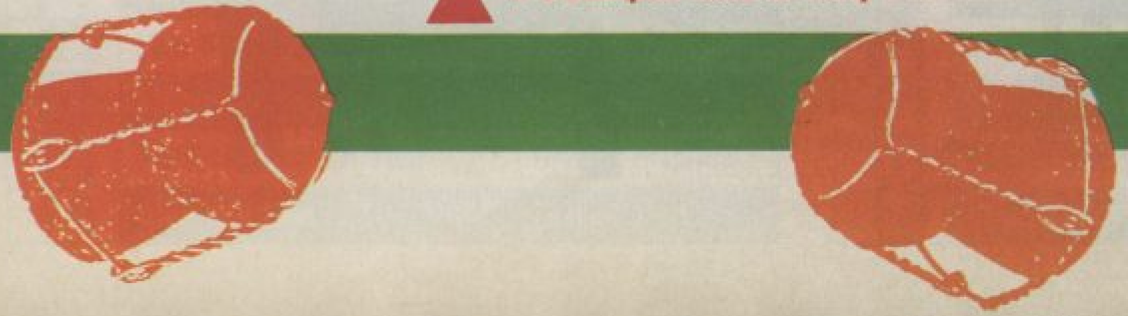
Start here — in the bath, but don't forget the taps

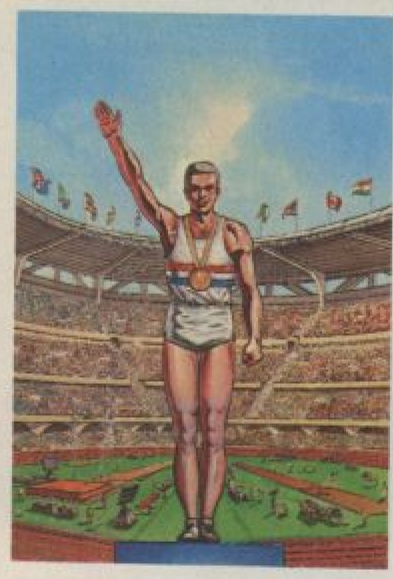


Willy changes his shape in the Nightmare Room



It's banquet time in Willy's mansion





EUROPEAN GAMES

C16/ + 4

This superb sports simulation, best yet seen on the C16/Plus 4 uses large detailed colourful animated graphics for ultimate realism.
Courtney King Review - ''Crisp, almost Mega, another winner from Tynesoft''.

Cass. £7.95

FUTURE SHOCK

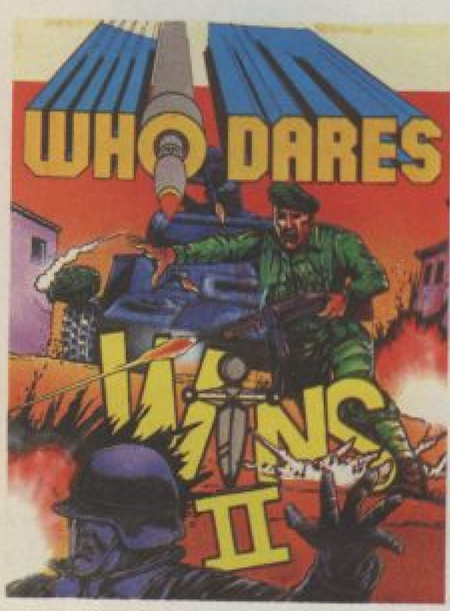
C16/+4,

An amazing new style of Arcade game with inter-active sub plots, using large detailed graphics for superb detail. This game pushes the machine and the player to unparalleled limits for many hours of enjoyment making this a game not to be missed.

NEW RELEASE

£7.95 Cass.





WHO DARES WINS II

C16/+4

At long last a conversion for the C16 of a No. 1 Hit that lives up to its original. Over 40 screens of fighting action (more screens than the original 64 version).

Cass. £7.95

NEW RELEASE
Voted Mega Award (CCI Feb '87)

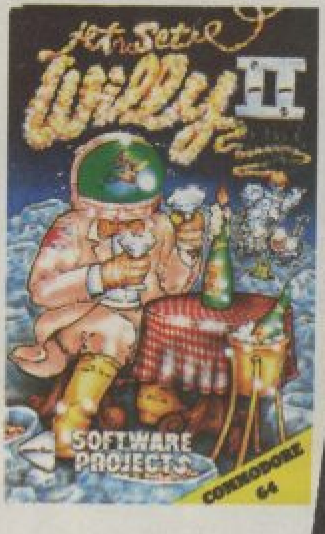
JET SET WILLY II

C16/+4,

Over 90 screens of this classic game will give even the most skilful player the ultimate challenge.

£7.95 Cass.

SCREEN STAR. COM.USER MARCH



NEW RELEASE

TYNESOFT COMPUTER SOFTWARE

Tynesoft Computer Software, Addison Industrial Estate, Blaydon, Tyne & Wear NE21 4TE. Tel: (091) 414 4611



SCREEN SHOTS FROM VARIOUS COMPUTERS

COMMODORE 64 CHART

1	Paperboy	Elite
2	Gauntlet	US Gold
3	BMX Simulator	Code Masters
4	Flash Gordon	Mastertronic
5	World Games	Epyx-US Gold
6	Konami's Coin-Op Hits	Imagine
7	Ace of Aces	US Gold
8	Trivial Pursuit	Domark
9	180	Mastertronic
10	Fist 2	Melbourne House
11	Infiltrator	Mindscape-US Gold
12	They Sold (3)	Hit Squad
13	Breakthru	Data East-US Gold
14	Sentinel	Firebird
15	Comp. Hits 10 Vol 3	Beau Jolly
16	Go For Gold	Americana
17	Space Harrier	Elite
18	Micro Rhythm	Firebird
19	Leaderboard	Access-US Gold
20	Warhawk	Firebird

CHART CHAT

Here they are. The big ones of Christmas 1986. Most companies bank on making enough money at Christmas to see them well into the new year.

So who did best last month. The big surprise is that Paperboy just pipped Gauntlet at the post – perhaps because they were on sale earlier.

Had the big one from US Gold managed to get into the shops a week or so earlier it would have easily out-sold Paperboy and certainly has done by now.

World Games fared well at number 5 and Firebird's cheapos performed well with Micro Rhythm (reviewed this month) and the excellent Cheapo of the Month for December – War Hawk just stealing in at number 20.

Gauntlet came back to take the number one slot in the general chart due to massive Spectrum sales of their coin-op smash.

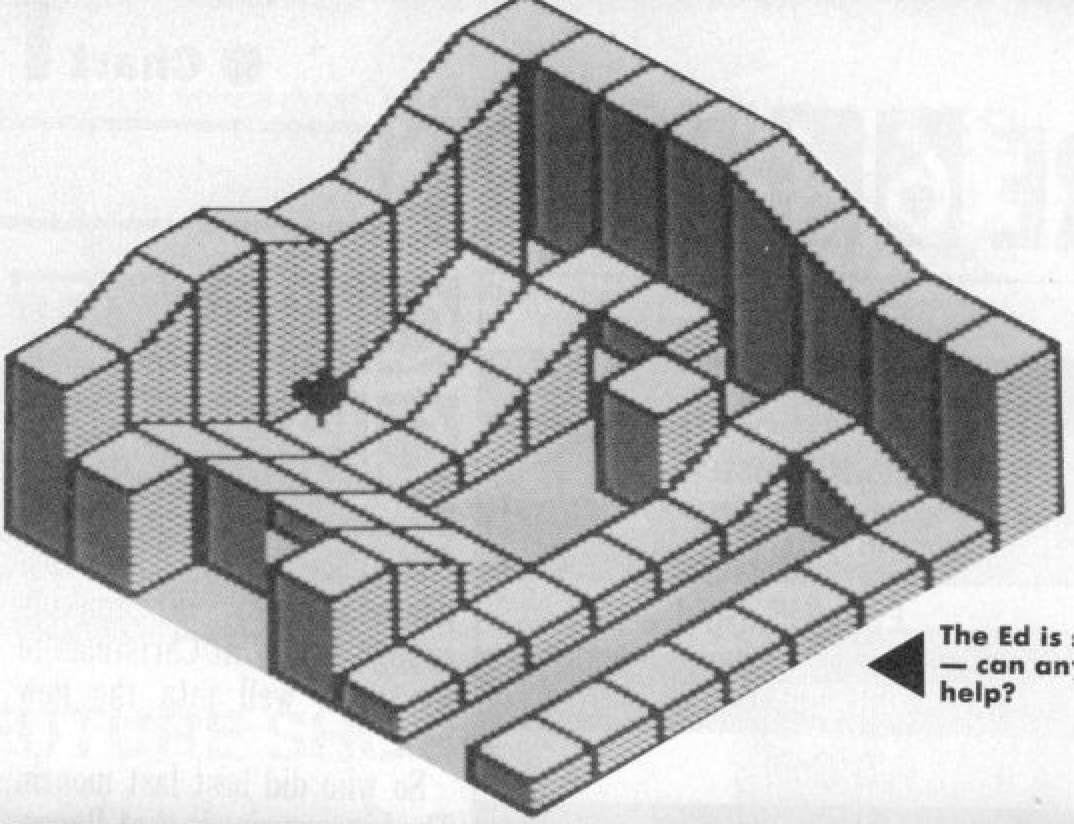
GENERAL

1	Gauntlet	US Gold
2	Paperboy	Elite
3	Comp. Hits 10 Vol 3	Beau Jolly
4	Trivial Pursuit	Domark
5	Konami's Coin-Op Hits	Imagine
6	Scooby Doo	Elite
7	Five Star Games	Beau Jolly
8	180	Mastertronic
9	Footballer of the Year	Gremlin Graphics
10	Ollie and Lisa	Firebird

C16

GALLUP

1	Winter Events	Anco
2	Comp. Hits 10 Vol 3	Beau Jolly
3	Torpedo Alley	Firebird
4	Yie Ar Kung Fu	Imagine
5	Blockbusters	Macsen
6	International Karate	Endurance
7	Hit Pack	Elite
8	Monty On The Run	Gremlin Graphics
9	Ghosts and Goblins	Elite
10	Bridgehead	Anco



The Ed is stuck here — can anyone help?

PIN POINT

C16 and Plus/4
ANCO SOFTWARE
Price: £5.95/cass

This is the best attempt yet to produce a Marble Madness-type game for the C16 and Plus/4. Judging from our letters, Anco have chosen just the right game to have a go at. We have received dozens of pleas for a Marble Madness clone. So how does it shape-up?

Full marks for providing twenty levels of play. The only unfortunate thing about *Pin Point* is that you are going to have to be a near genius to get to the final screen. Anco's chief games tester has been playing it for weeks and has still only managed to reach the third level.

Each level has a white flag at the end of it. The simple aim of the game is to reach the flag. Simple it sounds but simple it aint, believe me.

You control a spinning top with the joystick. Very precise control is needed to keep the top on the chequered play grid, to apply the brakes, turn and above all, stop it toppling over the edge. Sometimes you will come to gaps in the path which you'll need to leap over — a very tricky manoeuvre.

There are also steep slopes that cause your top to build up extra speed as it hurtles downwards. The only way to stop it before it slides over the top is to reverse the direction of the joystick.

Speed can be increased by holding the fire-button down. This is

The flag comes tantalisingly into view for a split second

necessary for making leaps and getting the top up steep inclines.

The graphics are very neat. They're of the simple two colour variety but very precisely drawn — giving *Pin Point* the look of Marble Madness even if it does not match it for game play.

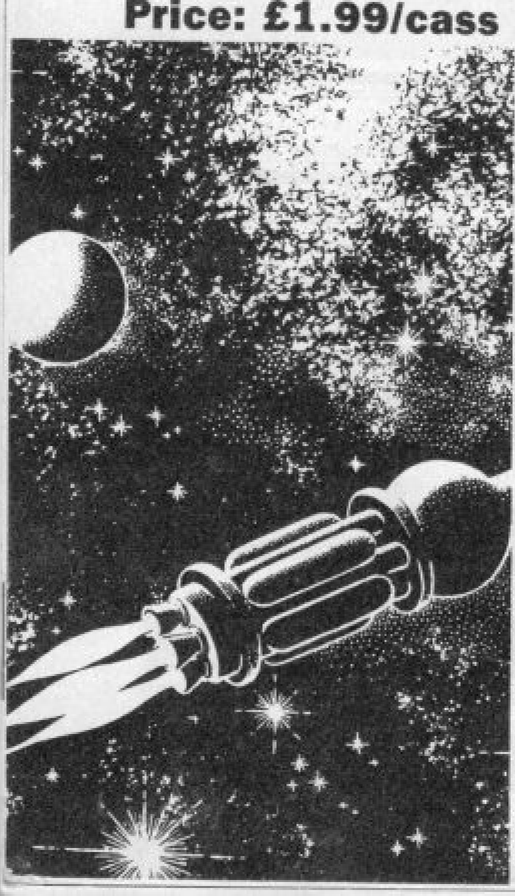
Talking of which, Anco have made a real blunder here — it's just too difficult to play. Even level one is nearly impossible. It would have been far more enjoyable had Anco let you into it gently, with a couple of easy screens right at the beginning.

Having said that *Pin Point* is difficult to put down — even if you do keep failing at the same point time after time.

Sound effects are sparse and you'll almost certainly be reaching for the volume nob to get rid of "tap, tap, tap" that happens each time you

SPACE 2

C16 and Plus/4
MIDAS
Price: £1.99/cass



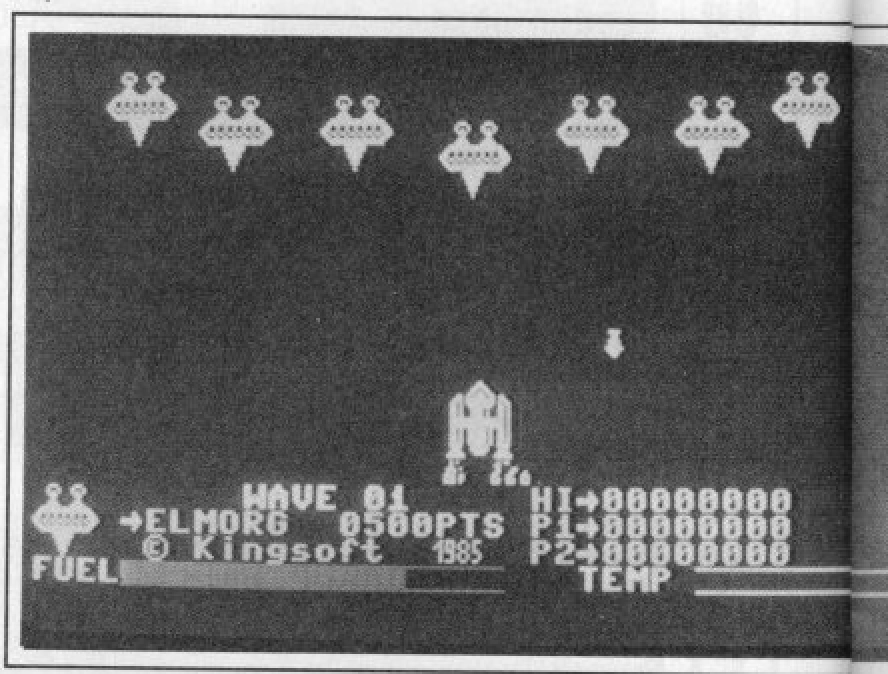
Buy one, get one free, as they used to say in those adverts for crummy things nobody wanted, but everyone seemed to get for Christmas. Yes, *Space 2* is two great games for the price of one.

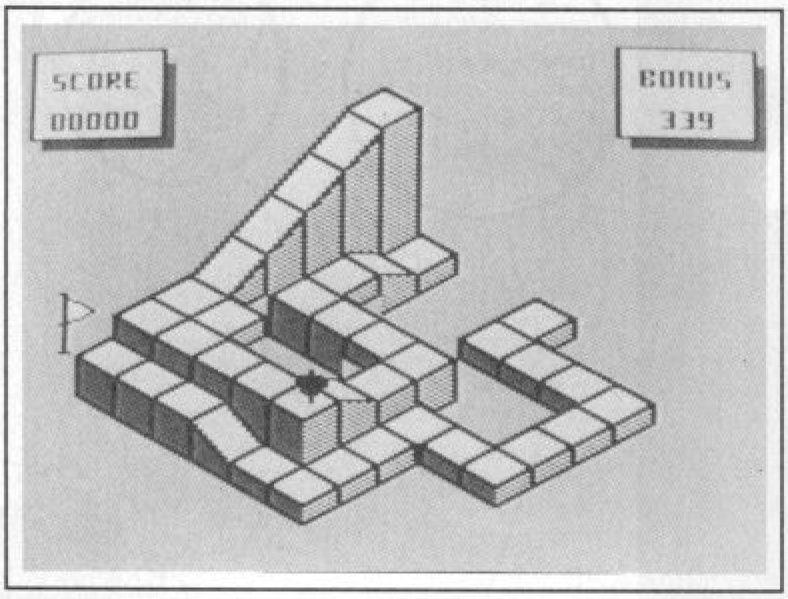
I'm usually instantly suspicious of this kind of thing, but the loading screen said it was by Kingsoft — purveyors of well 'ard software as far as I'm concerned — so I sat back and waited.

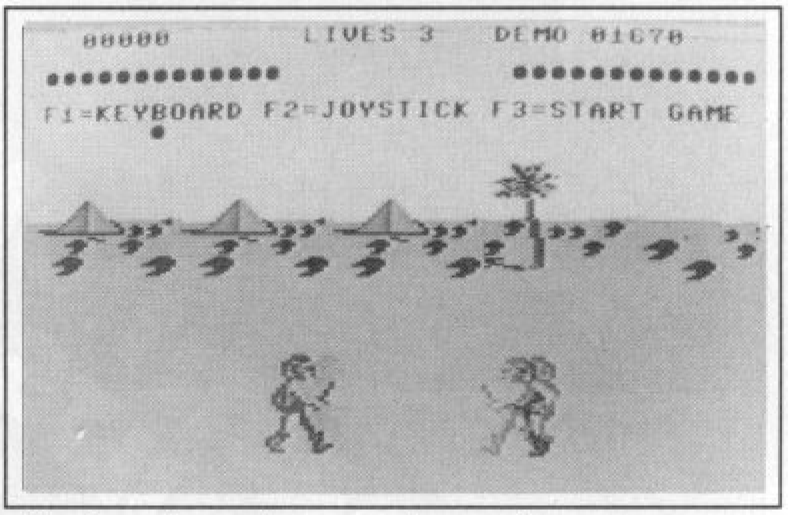
The first game is a pretty standard invaders type thing. You control a double barrelled rocket ship and blast the friendly looking aliens to pieces. Despite their appearance, the things from Outer Space are really quite nasty and drop bombs on you.

By the way, I appreciate this is totally irrelevant, but have you noticed how people just don't say 'Outer Space' any more? These days

Shades of Invaders in Midas's dodgy loader







▲ Swords are drawn as the warriors square up to each other

lose a life. After a while you feel as if someone is hammering a nail into your head.

This is a reasonably good attempt and Marble Madness fans will no doubt lap it up. But I couldn't help thinking that with a little more care Anco could have had another Screen Star on their hands.

Eugene Lacey

	Rating (1–10)	
Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	7
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

it's just Space. I always used to wonder where inner space was. Well, that's that one cleared up.

The second game, Pilot X (why not pilot B?) is much more exciting. Again, it's a variation on a very old theme, but with an added dimension which makes it totally brilliant. It's usually called something like Caverns of Mars.

You have to pilot your ship down through the perilous caverns avoiding the somehow inevitable death crash. The brilliant thing about this version is that you have to dismantle the craft in mid-flight to get it round some of the obstacles. There are these two huge balls on either wing you see. By pushing the joystick forwards you can make them move outwards an equal distance from the main body of the craft. This is necessary to squeeze through narrow passages and avoid space stalagmites — the balls go either side.

It's incredibly difficult, because you have to keep your eye on three moving targets at once. Pilot X is a truly addictive game. Each time you smash the old ship to pieces you really must have just one more go. What's more, the graphics are pretty good and the music well off tune. This is the game to go for, consider the first one a bonus.

Ken McMahon

	Rating (1–10)	
Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	8
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

● FIGHTING WARRIOR

C16
MELBOURNE HOUSE
Price: £5.95/cass

Melbourne House are one of the few large software houses supporting the C16. They get full marks for that but the quality of those games seems to be way behind the likes of Gremlin Graphics, Anco and increasingly the Tynesoft catalogue.

Fighting Warrior a conversion from a 64 game which disappointed many is typical of the Aussie company's output. The groans start as soon as you read the cassette inlay. "As Fighting Warrior, champion of all Egypt you must use all your powers . . . in this arcade quest to rescue the beautiful princess". Beautiful princesses beat 'em up. C'mon Melbourne — surely you can be a little more original.

All you have to do is walk from left to right downing the nasties with a sword as they come towards you.

Actually this isn't easy at all — as your warrior doesn't seem to respond to any of the joystick commands. I was so concerned I even tried three different joysticks. He is supposed to be able to swing the sword in various directions but this didn't happen on the versions I tried.

Graphics are impressive — but this is of little consequence in a game that is basically unplayable.

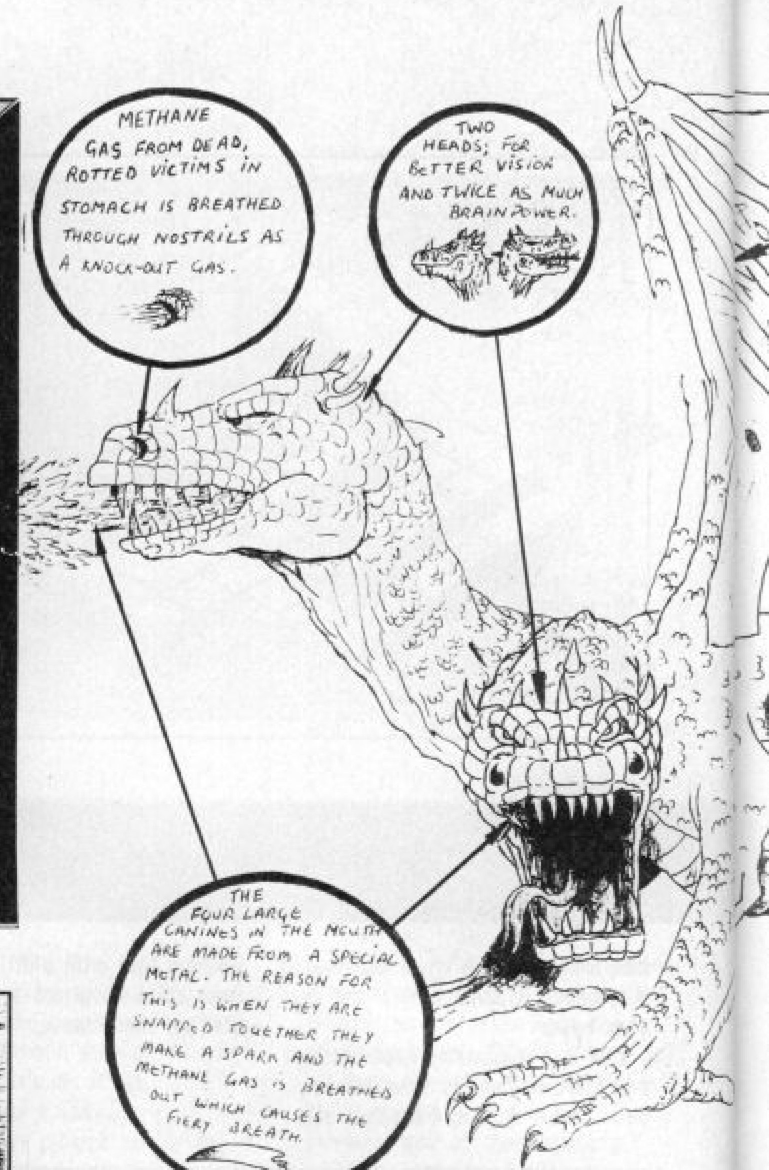
Eugene Lacey



	Rating (1–10)	
Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	1
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

COMPETITION RESULTS

We are astounded. We knew you could draw from previous competitions – but we never expected anything like the response to the Space Harrier competition. WE asked you to draw us a dragon that you might encounter on the final screen of the game. Some of you drew Zoid-like metal monsters, others drew dinosaur like hulks, and we have had a handful of monsters with Margaret Thatcher heads on. Here are some of the best winners.

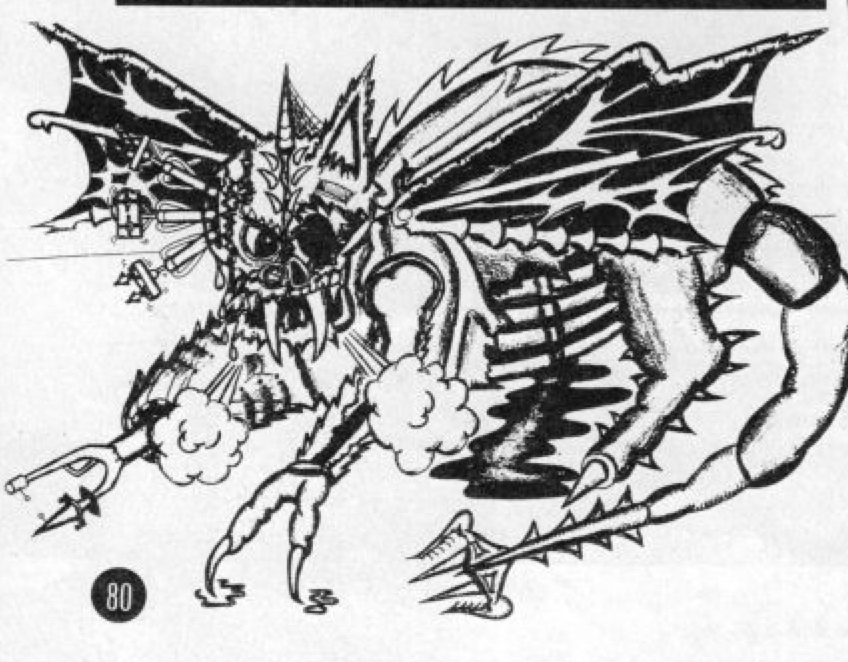


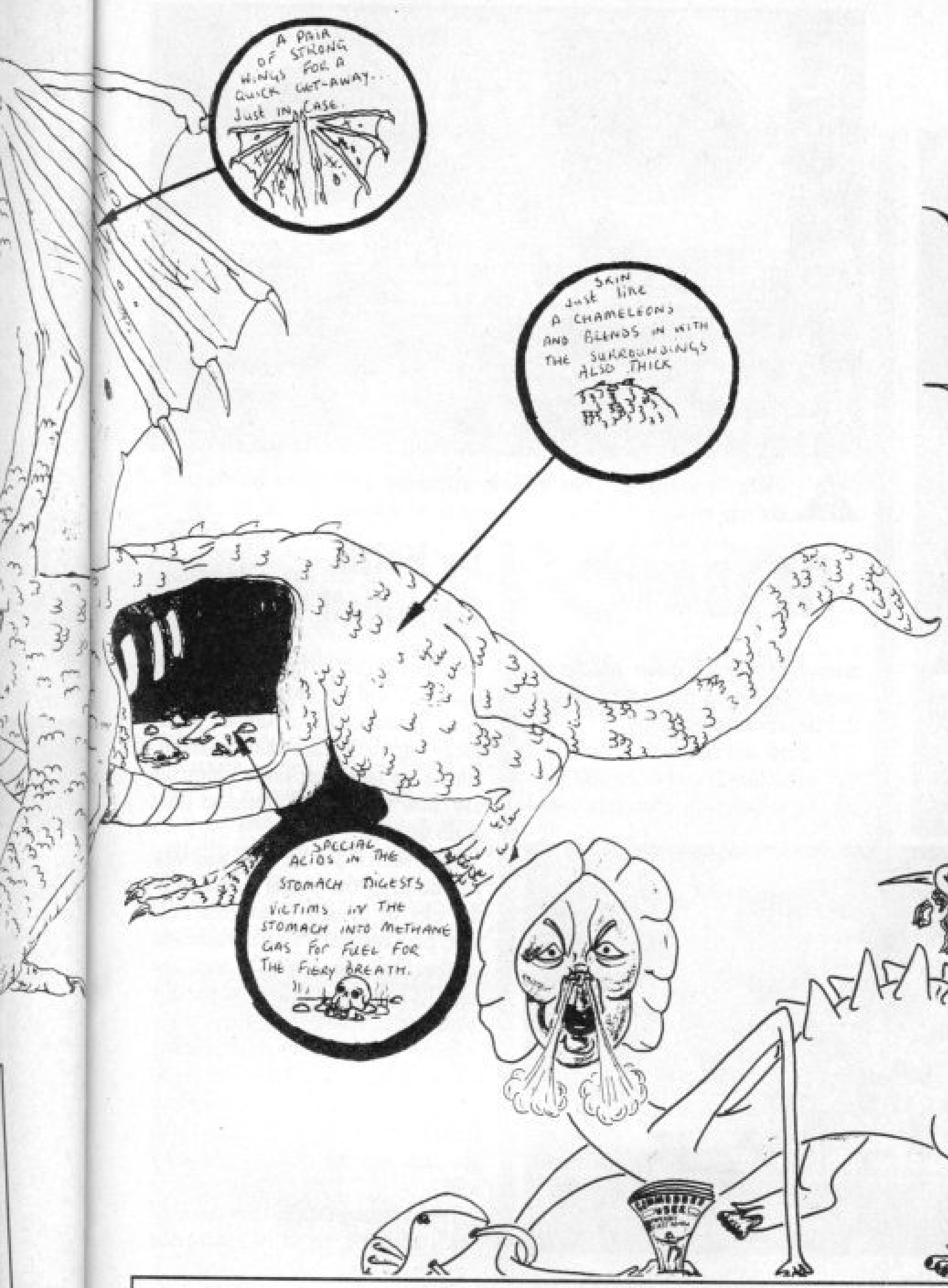
Anil Mistry of Leicester, Bagl of Tottenham, Richard Vidal of Kensal Green, Jason Flood of Manchester, Gary Chandler of Middlesex, Tracy Robey of York, Gils of The Netherlands, Colin Patterson of Lancashire, Bas van Hovte of The Netherlands, Tony Smith of Somerset, David Shrimpton of Reigate, Andrew Warwick of London, Shane Parris of Gwent, Mathew Beddoes of Bristol, Justin Lawson of Leicester, Gavin Rhoades of Crewe, Ian Chapman of West Midlands, Paul Costick of Greenwich, Keith Barry of Fleetwood, Naveed Chouldry of Essex, Richard Perry of Hull, James West of London, A. Gower of Canterbury, Nicholas Ramsay of East Sussex, Phillippe Oligario of Middlesex, Raymond Callender of London, G. Siani of Wolverhampton, Robert Emslie of Geneva, Switzerland, Adam Palmer of Surrey and John Palmer of Tiverton.



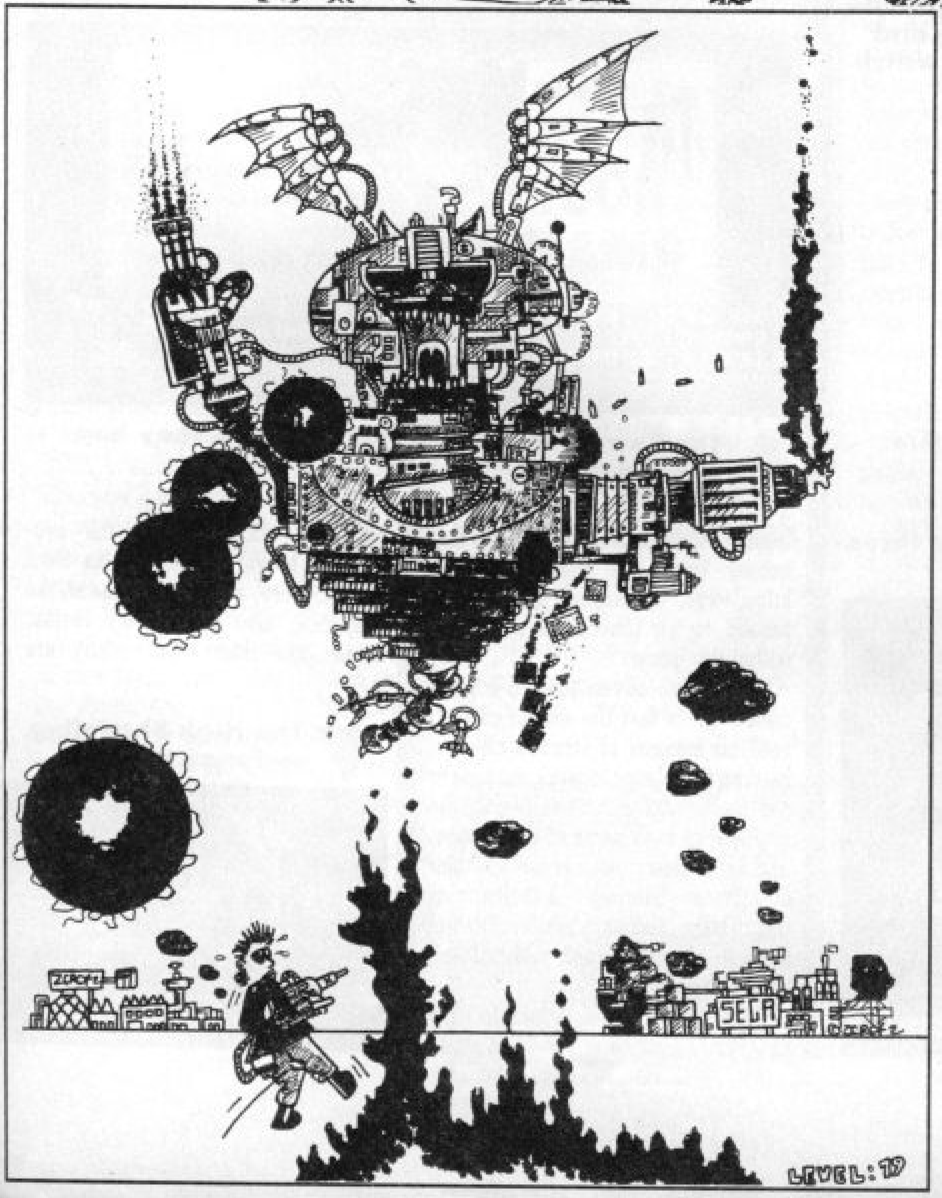


Space Harrier









Pawn Shop

First correct entry out of the bag was from Lynsey Gorman in the Wirral, Merseyside. Congrats to you, Lynsey, the megafab chess set is on its way to you.

The three runners up were: Andrew Rowe of Blackpool, John Shaw of Cheshire and John King of Broadstairs.

Finally, The Pawn posters go to: Dunlan Roper of Wrexham, M Greenslade of Hants, Marcus Robinson of Skegness, James Clark of Glasgow, Nigel Griffiths of Gwent, P. Fall of Southampton, Robert Leason of Staffs, C. Fraser of Worcs and Colin Kennedy of Dumbartonshire.

1 C				2 S		3 Z	O	O
A				N		O		
1 M	E	L	B	O	U	R	N	E
P				W		K		
B		2 P	U	B	S			
E				A		4 D		
4 L	E	V	E	L	N	I	N	E
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INTO THE VALLEY



This is where you start, thrown in right at the deep end

by Keith Campbell

C.U. Screen Star

KAYLETH

US Gold/Adventure Soft
GrA
Commodore 64
Price: £9.99/cass

Kayleth starts with one immediate and urgent problem followed by another, solved by gut reaction rather than deep thought. From then on, things get more puzzling, as you use your wits to escape the confines of the space cruiser Komar, in orbit menacing robotic claws which are part of the droid production line of this factory in space.

A good adventure has problems that fall naturally within the plot, that can be solved with observation and logical thought. The means to do that comes from the player's innate knowledge, or through information passed in an innocuous way from within the game.



Nice animation, the heads bob up and down as you watch

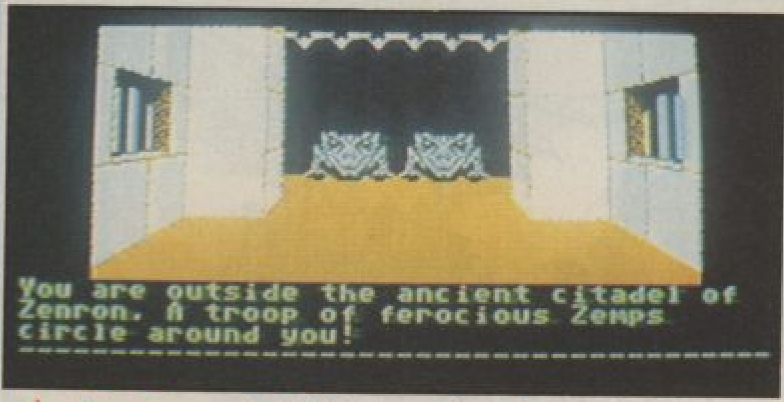
One of the advantages of a sci-fi adventure is that the author can invent all manner of strange objects, leaving the player to work out how to use them, with a hint or two in the fictional hi-tech name of the device, and in its description when examined. Steve Ufnowski handles this beautifully, and as a result, *Kayleth* is one of those real midnight-oil adventures.

Take, for example, a simple strip of tape found lurking innocently near the start of the game. Examine it and you'll get the description: 'It's a thin, sealed strip of Okpan acid, sticky tape'. Within that message, there's no less than three clues: its use, how to manipulate it, and what to do with it!

Your search for Kayleth will take you down to the planet Zyron, with the city of Zylogg to explore. But first, perhaps you'll take refreshment in the Oblivion Inn? Or visit the mine? Or simply look in to see the local agriculture?

Beyond is the beach, and possibly a trip across the planet's acid sea to an inhospitable island inhabited by a Dribble. Phew! Does it honk! A smell like this can kill — and probably will!

Take a wrong turn (or is it the right one?) and you could be facing the claw-like mandibles of the two-headed Mokki Ray, in Twin Peril Forest. Here, as in other places, the graphics, also created by Stefan, come into their own. Many are

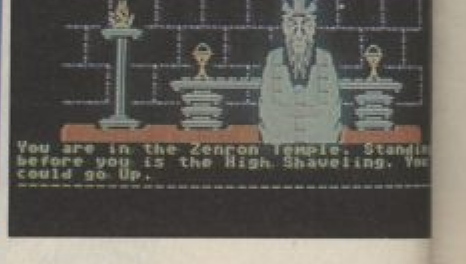


The Zemps look like oversize frogs, they hop around too

The Destroyer Droids look as though their faces would crack if they smiled



The High Shaveling — funny name





Better make it a quick round in Oblivion Inn

animated — and not just in a minor way. The Mokki Ray is probably the finest example. Its two heads move around independently on extended necks, and its deadly mandibles snap as they approach you! The whole cycle lasts about four seconds — which is long enough not to look just like a repetitive flicker.

It is amazing just how much is crammed into the 64's memory — the whole program loads from a one-part cassette. There are 92 locations, each with a detailed picture held in



You won't find many smiling faces in Kayleth

memory, which means they display instantly. There's none of the usual drawing and filling — one second the screen's blank, the next there's a complete picture there.

Kayleth sports a multi-word parser, which includes a GET ALL command, whilst the text descriptions are not brief. On top of all that, a ram-save option is offered with QSAVE and QLOAD, and BOM takes you Back One Move.

Just as well, when you have to contend with Mokki Rays, destroyer droids, and Dribbles! Not forgetting, of course, the AZAP chambers, teleport devices, each of which has a unqiue three-letter code. Punch in the wrong one, and you'll fry! But not to worry; as long as you have remembered to use QSAVE, it will take but a few seconds to recover your previous position.

Presumably Asimov's name on the package will help to sell the game. However, having here proved that Rebel Planet wasn't a mere flash in the pan, Ufnowski's name alone on adventure should be reason enough for buying it.

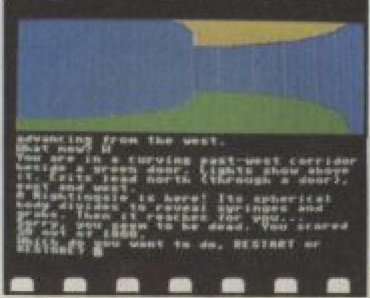
C.U. Screen Star

Graphics	★★★★★
Sound	n/a
Toughness	★★★★
Vocab/parser	★★★★
Overall	★★★★

SILICON DREAMS

Rainbird/Level 9
GrA
Commodore 64/128
Price: £14.95/cass £14.95/disk

Following hard on the heels of the *Jewels Of Darkness* trilogy, Rainbird has released the *Silicon Dreams* trilogy in a similar three-game pack. The games, they say, haye been 'totally rewritten to incorporate the latest innovations in adventure-writing technique.'



You've just been wakened from your deep sleep in Snowball

SNOWBALL: the first in the trilogy, and my favourite, concerns the voyage of colonists in deep space, to the star system Eridani A. Since the journey takes 100 years, the crew and passengers are travelling in a cryogenic sleep, sealed in 'freezer coffins'. Something goes wrong on board, and you, as Kim Kimberley, a sort of unisex hero person, are awakened, and must put matters right before the Snowball crashes.

Things are not so simple, for there are deadly 'Nightingales' patrolling the corridors, and an awkward Waldroid to contend with.

Snowball dates back to those golden days when Level 9 produced text-only adventures. Thus, the new version is considerably changed from the original. RAM SAVE, RAM RESTORE, and OOPS commands have been added, the text enhanced, and graphics provided. Type-ahead has also been introduced, which should ensure that if you work faster than the computer your efforts are not wasted. However, as is true of most of Level 9's current graphics, these are a waste of time and space.

The text has had minor changes, but I doubt that this improves the atmosphere of the game — the more hinted at and less spelled out in an adventure of this nature, the better. And the parser remains as unintelligent as before.

Nevertheless, this is an excellent game, full of atmosphere and suspense.



Return to Eden: you're on the Snowball's ruined flightdeck

RETURN TO EDEN: is the second in the bunch, and takes the story of the Snowball on a step. Still playing the part of Kim Kimberley, you have been wrongly accused (and found guilty) of murder. You manage to get to the surface of Eden, the only habitable planet in the Eridani system, ahead of the Snowball.

An advance party of robot machines has been sent ahead to make the planet habitable, but has overdone things with the vegetation. From here on, things get a bit ecological. Among other things you have to tame ants with a stalk, and pacify a Leviathan. Quite a mind-bending and rather abstract plot — not one of my favourites.

The original was one of Level 9's early graphic adventures, but again, the rest of the program has been brought up to the current standard.

WORM IN PARADISE: completes the trilogy. The colony on Eden is ruled as a benevolent bureaucracy by the Third Kim. There are problems; people are redundant, robots run the city of Enoch in which the action takes place.

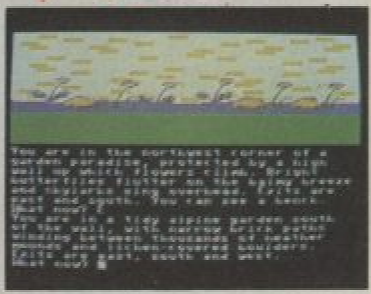
This is a game that is easy to stroll through without doing too much with the result you get nowhere fast! The central problem features a system of travel disks, and to help unravel this problem, the official hint sheet for the game (not supplied, but available to bona-fide purchasers) offers a Basic listing.

There is hardly any noticeable difference between the new version of *Worm* and the original.

Silicon Dreams comes on three separate cassettes, or on one disk, in the standard high-quality Rainbird packaging, which includes a 48 page novella and Playing Guide.

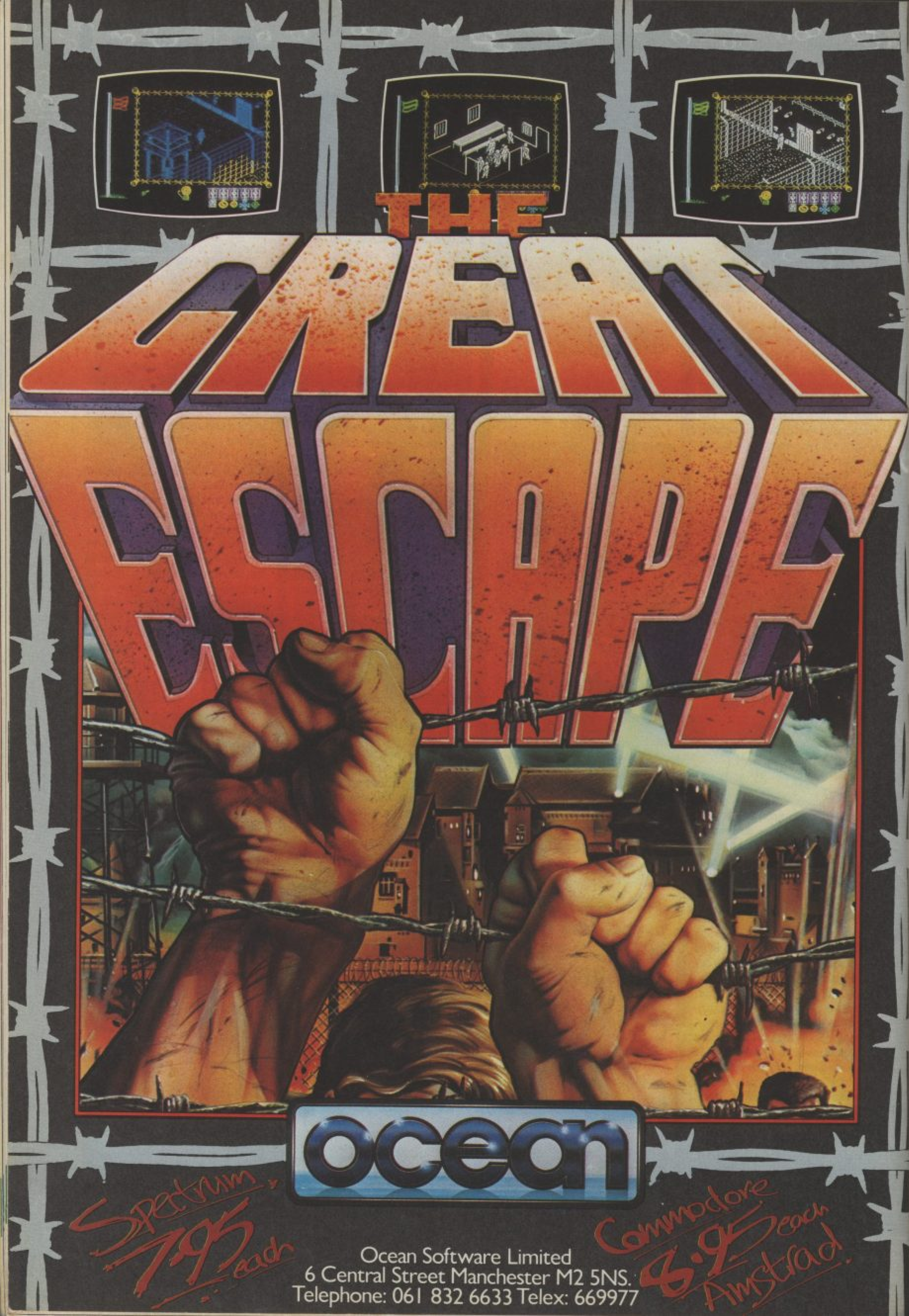
These games are a MUST for any serious adventure player. If you've not played them before, they are a bargain at £14.95 for three.

There's a worm in the garden of paradise



Graphics	★
Sound	n/a
Toughness	★★★★
Vocab/parser	★★★★
Overal	★★★

INTO THE VALLEY


THE
GREAT
ESCAPE
ocean
Spectrum
7.95 each
Commodore
8.95 each
Amstrad
Ocean Software Limited
6 Central Street Manchester M2 5NS.
Telephone: 061 832 6633 Telex: 669977

VALLEY Rescue

We don't claim to know all the answers, but we will do our level best to help you out one way or another if you get stuck in an adventure! If we know the answer we will write back with a clue. But do make sure you are really stuck!

If we can't help, then we will write and tell you so, and grovel to all Valley readers for an answer! But you're a wonderful lot out there, you never let us down — do you?

Don't forget to address your letters to Valley Rescue, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Now here comes some help for readers who were stuck a couple of months ago! In the October issue, *Kentilla* player Philip Daniels was having problems with Zelda. "The way to get the scroll is to re-unite Zelda with Timandra, who can be found tied up in the swamps of Caradoom," writes Nicholas Adams of Dorchester.

On to Tim Phelan who was stuck in the *Castle of Terror*. Matthew Gavan of Sutton Coldfield sends him a lifeline in the clues section. There's more there, too — perhaps you'll find the very clue you need right now!

Now on to the sticky ones for this month. Nicholas Adams was himself was stuck in another game — *See Ka Of Assiah*. At the top of the ice tower, he blew his horn — and nothing happened! How shall he get in?

"Mission 1: Project Volcano" is a game I have never come across, and therefore David Denton's problem in getting past the droid means little to me. Who has achieved this difficult feat — in fact, who has played the game?

Oyvind Adnoy, a regular CU reader from Norway, badly wants to visit the theatre. But he has spent his last dollar at the zoo. The beggar, popcorn seller, and snake, are all giving him troubles in *Masquerade*.

Ksallas Allan of Houghton-le-Spring, is being bothered by a five metre tall mountain troll, in *The Colour Of Magic*. How can he continue along the Widdershins path without being killed? Even if he misses the troll out, the spell stops him continuing along the path.

TERRORMOLINOS:
Run into the ring to save your son.

KENTILLA:
A plain scorch will dry things beautifully!

THE BOGGIT:
Curious key and Duty Free go together!

PRICE OF MAGIK:
Cast a mainframe or PC at the ants!

TREASURE HUNTERS:
Drop the rock in the hole to stop the flames from the pit. For saphire and silver, go down and east in well.

BORROWED TIME:
Listen to the lady when she talks to the bodyguard.

ENCHANTER:
Darkness in the gallery; a turtle in the engine room.

CASTLE OF TERROR:
To escape, throw the rope!

EUREKA:
Use the silver-tipped spear for a beastly kill!

REBEL PLANET:
Use the sewer cover in the vandalised phone booth. To determine which is the vandalised one, insert the card. Then insert the disk.

KAYLETH:
If it won't open — tape it!

Thanks for the help, from Neil Kendall, Workington; David James, Upper Cwbran; David Denton, Doncaster; Nicholas Adams, Dorchester; Steven Sargent, Redhill.

CAMPBELL'S COMMENT

1986 was an eventful year in the annals of adventuring! Who, in 1985, would have dreamed that a challenger to Infocom's superb Interactive Fiction would emerge, that it would be British, and that its graphics would have text-only friends enthusing about it?

The Pawn made its (graphic) debut for me in January, with a preview on the Atari ST, on which it was developed. Throughout the year, more and more versions arrived, right down to the humble 64. Magnetic Scrolls set new standards by which to judge all adventures, and Anita Sinclair became a dungeonhold name.

1986 saw the demise of Adventure International UK, connected with problems Stateside. Insufficient new material to fulfill the contract were to blame — no titles, poor cashflow. But bouncing back in a new guise, Mike Woodroffe, through his new Adventure Soft company, brought a fresh new approach to adventures, in the form of animated graphics on tape, and Stefan Ufnowski with *Rebel Planet,* to be followed later with *Kayleth*.

During the year, Level 9 began to reap the benefits of having a real top-seller behind them. Adventure gained through finance from a non-Adventure game — Mosaic's *Adrian Mole* — which allowed the Austins to expand their operations. Enhanced re-releases were turned out for publication by Rainbird, mainly, one suspects, for the US market; and a number of new, ambitious projects, were commenced.

On the spoof front, Delta 4 built on the popularity of *Bored Of The Rings,* (better liked by most than *Lord Of The Rings)* with *The Boggit* (whatever happened to Robin Of Sherlock?) *The Sacred Game, Colossal Cave,* was spoofed by St. Bride's *Very Big Cave,* whilst the annual Lever and Jones offering *Dodgy Geezers,* an original comedy in its own right, arrived just in time for Christmas.

Three releases from Infocom were announced all at once in mid-year. Two of these were startlingly original. *Trinity,* to be seen only by owners of Big Machines, was their first ever unfunny game. Very thought-provoking, it concerned the development of the nuclear bomb, and the player's ability to stop it.

From the sublime to the ridiculous, *Leather Goddesses Of Phobos* was a sci-fi sex romp, playable in Lewd mode, with rewards in tittilating text as well as points for solving many of the problems.

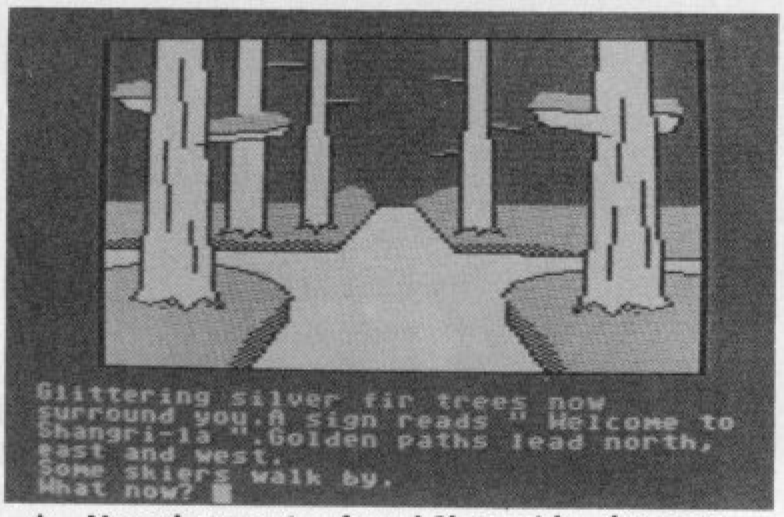
What will 1987 bring forth? Will the Fantastic Four prove to have been the last we ever saw of Scott Adams, or will X-Men surface? Will 87 be the year of Infocom graphics?

As for me, I would like to see:

- The continued non-appearance of *Lord Of The Rings* Part 2
- Scott Adams drop Marvel, and revert to his old format of a logical text-only adventure up to Claymorgue standard
- Level 9 do something about their dreadful graphics (like dropping them altogether?) for tape versions of their games
- Brian Howarth make a surprise comeback with a new Mysterious Adventure
- Fergus McNeil send his copy of Quill back to Gilsoft, and find something better.
- Anita Sinclair in a brass bikini.

INTO THE VALLEY

INTO THE VALLEY



Now that you've found Shangri-la, the next stop is the hotel.

WINTER WONDERLAND

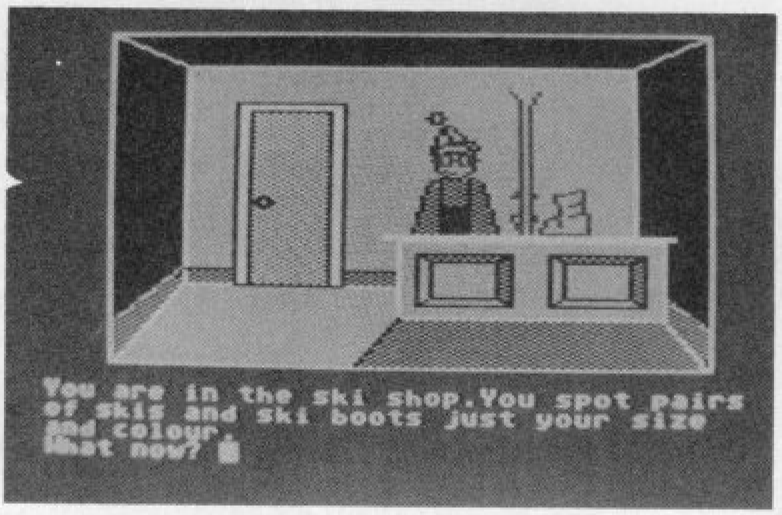
Incentive Software
GrA
Commodore 64
Price: £7.95/cass

Incentive Software have created the Medallion label through which to present the best adventure submitted to them using their Graphic Adventure Creator.

Winter Wonderland is a nicely seasonal offering. It will give you a warm glow as you struggle through ice and snow on your computer, your central heating combating the chill of the real ice and snow outside.

You are supposed to be meeting a Russian Archeologist in Tibet, to visit a 'dig' which is believed to hold evidence of civilisation which has advanced independently, but at the same rate as Mankind. Flying a Cessna to the lower slopes of the Himalayas, you run into a snowstorm and crash land. Staggering from your wrecked plane, you start the adventure . . .

As you trudge through the snow, you come across a hidden path that leads to Shangri La, an ice city of golden paths. They seem to be expecting you at the local hotel, so you shack up there and take a stroll around. Being penniless, you're unable to take in the tourist attractions, like the ski-ing and ice-skating, nor can you buy any souvenirs in the impressive shopping centre over the ice-bridge.



The shopkeeper probably thinks you're Franz Klammer.

Now, if only you could find a credit card somewhere . . . Perhaps then you would be able to buy some supa-glue, a book or two. Who knows, you might soon form an idea, and do something useful with them!

This is a pleasant adventure, with plenty of snowy scenes, although, happily for response times, there isn't a picture at every location. The vocab could have been a bit more comprehensive, or failing that, some more informative messages on your words might have been provided. Scoring is out of 100, and points are awarded for solving the puzzles, which take you deeper into the game.

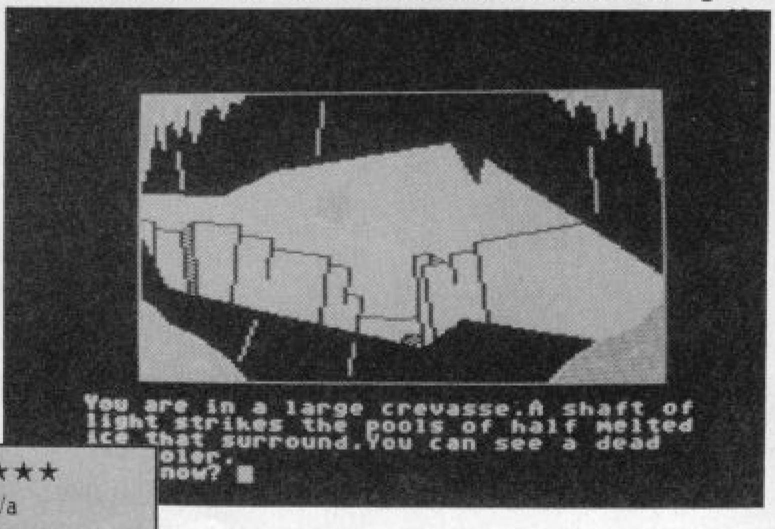
The GAC performs well in this adventure, although its worst feature shows — the noticeably delayed response when it is searching for words that don't exist. Overpriced for a Utility adventure, (£4.95 would have been more reasonable) nevertheless, it should give hours of amusement when it is too cold to venture outside into the real thing!

INTO THE VALLEY

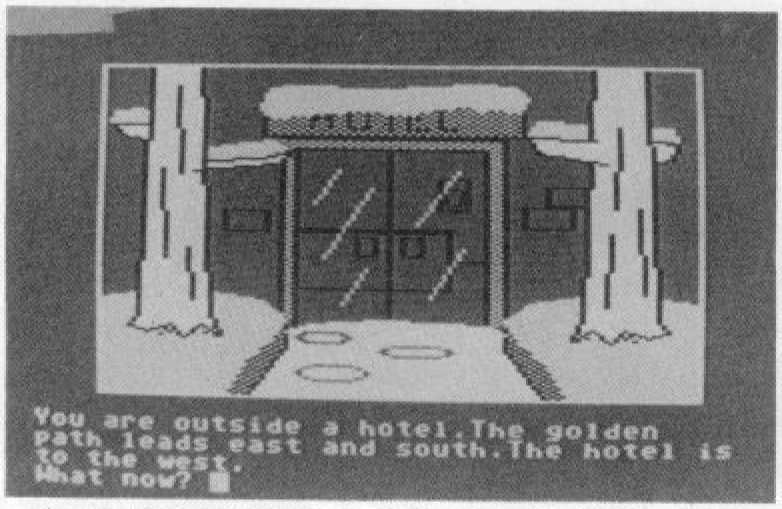
You start here, a crashed plane and thin ice all around you.



Could the dead pot-holer be a red herring?



Graphics	★★★
Sound	n/a
Toughness	★★★
Vocab/parser	★★★
Overall	★★★★



▲ You've found the hotel, not quite the Holiday Inn.

INTO THE VALLEY

NEWS

★ A treat is in store for Commodore owners! US Gold plans to release all of Scott Adams original series for both the C16 and C64. Only a handful have ever been converted for the 64, and a couple have never been available at all in the UK.

Compilation tapes, each containing four games, will be released at intervals, although the commercial success of the first will determine the fate of the rest. No graphics will be added so you can play the games the way they were intended.

STRANGE ODYSSEY

Adventure number six in the series is a science fiction game. Aboard a crippled scoutship, you must explore the planetoid on which it has landed, to find the means to get access through the maintenance hatch, make repairs, and return to base.

Soon you stumble across a strange curtain of light, and find an alien room housing a mysterious mechanisim. It is a transporter of sorts, but finding out how to use it effectively will take a good few replays. When you finally get the hang of it, a series of trips to other worlds is at your fingertips.

Can you repair your stricken craft and get all the alien treasures you have collected, back home?

PIRATE ADVENTURE

The second adventure Scott wrote, this followed the famous Adventureland, certainly the first ever adventure game of note that ran on a micro. There are some mysterious things lying around in your London flat — who would expect to find a bloodstained book on your bookcase, for example? And there in your attic are signs that you have a rum-drinking squatter.

A bit of magic will transport you to a faraway island, where you will soon get the idea that you are destined to build a boat and sail off to the treasure island nearby. Building the boat forms the main sub-plot of the game.

A fun game that requires quite a bit of thought, but not too difficult in retrospect.

VOODOO CASTLE

Voodoo is number four in the series, and was, in fact, written by Scott's wife Alexis, rather than the man himself. You find yourself in a chapel in the home of Count Cristo, beside a coffin. It soon becomes apparent that you must find the magic formula to enable you to perform a rite which will release a curse bestowed upon the count, to allow him to live again.

Down chutes and through narrow cracks, climbing through hidden holes, and up a chimney, are all things you'll be doing in search of the ingredients to release Cristol.

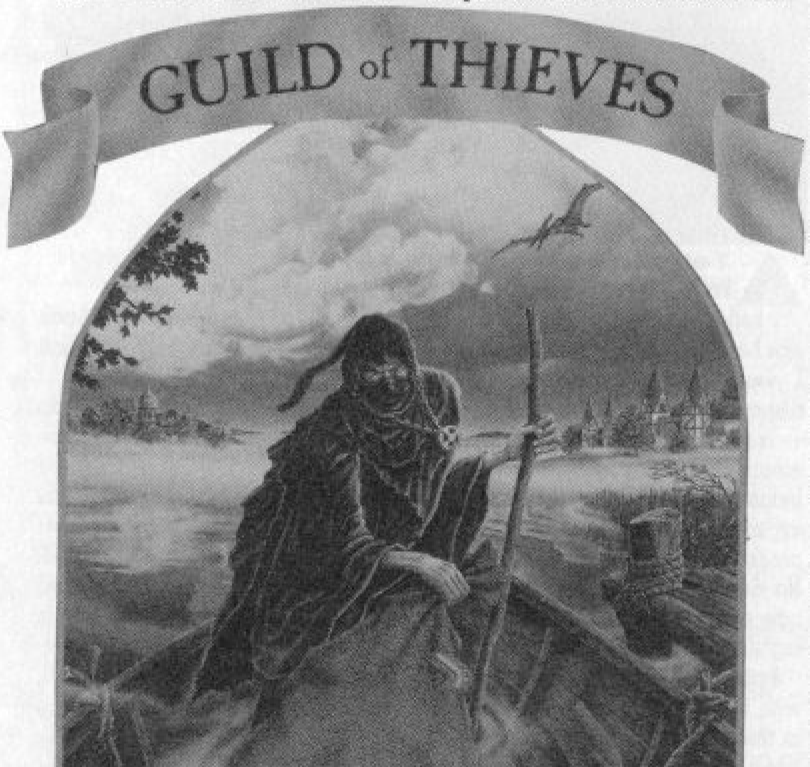
BUCKAROO BANZAI

This game was a 'one off' and not part of the original series. Never before released in the UK, a few lucky Commodore owners managed to get hold of a disk version with graphics from the USA.

Buckaroo, it seems, is a brilliant nuerosurgeon, who devoted much of his life to studying the martial arts and particle physics. With the help of the group of scientists he had gathered around him, he developed a jet car which could pass through solid matter. Finding a dimension passage through space, he discovered a race of evil aliens, Lectroids, who were on earth and planning to do something nasty

Buckaroo managed to destroy them, but just before they left the earth, they planted a nuclear bomb deep inside a mountain, and sent a message to the President that any attempt to destroy it would trigger it. The town is evacuated, and the President calls in banzai. "Buckaroo", he asks, "can you save Arizona?" This is your quest in the adventure.

Not Scott at his best, but worth playing if, like me, you are a fan of Scott Adams adventures, and wish to play his complete works.



★ Magnetic Scrolls have three new titles already under way for release this year. *Guild Of Thieves,* an 'easy' adventure is due anytime. Its grahics are said to be even better than those of The Pawn.

Scheduled for spring is *Upon Westminster Bridge,* described by Anita Sinclair as "unusual — you might not even like it!" Finally, another adventure, as yet unnamed, is due in July. This time, 64 owners will not have to wait so long for their versions. Magnetic Scrolls adventure system written for the Pawn conversion, allows new programs to be converted 'at the press of a button.' Well, almost.

INTO THE VALLEY

MOONMIST

Activision/Infocom
TA
64 and Amiga
Disk only: £19.95

I felt great. After a nice warm bath and a change of clothes, I'd been ravenous. The meal was delicious, and I lounged back in my chair with a port and a cigar, surveying the dining room of Tresyllian Castle.

There was an assortment of the upper crust here, hosted by Lord Jack Tresyllian. I can't say I was overly impressed with their manners. Full of airs and graces, yet they had started in on their meal before I'd even had a chance to hurry downstairs.

The main reason for my visit was to see Tamara. An old friend, she had taken a job as His Nibs secretary, and before long, found herself engaged to the old codger. Her first letter about the ghost of the White Lady, who haunted the castle, I had taken with a pinch of salt. But soon she was pleading for me to help — and was blaming the ghost for putting a live adder into her drawer. The adder had proved to be real, and I felt it was high time I paid her a visit. After all, I suppose I had unravelled a few mysteries in my time.

Suddenly, the after dinner chat was interrupted — everybody froze as they heard the voice of Lord J's deceased Uncle Lionel. Having squandered every last brass farthing of the family's fortune, he had hidden one treasure brought back from his many overseas jaunts, within the castle. He was now, on the anniversary of his birthday, setting up a treasure hunt. Look under the punchbowl, he said, for the first clue.

That turned out to be a card with a couple of strange pictures on it, but Lord Jim, it seemed, had been personally given the second clue. It didn't make a lot of sense to me — something about a forbidden fruit.

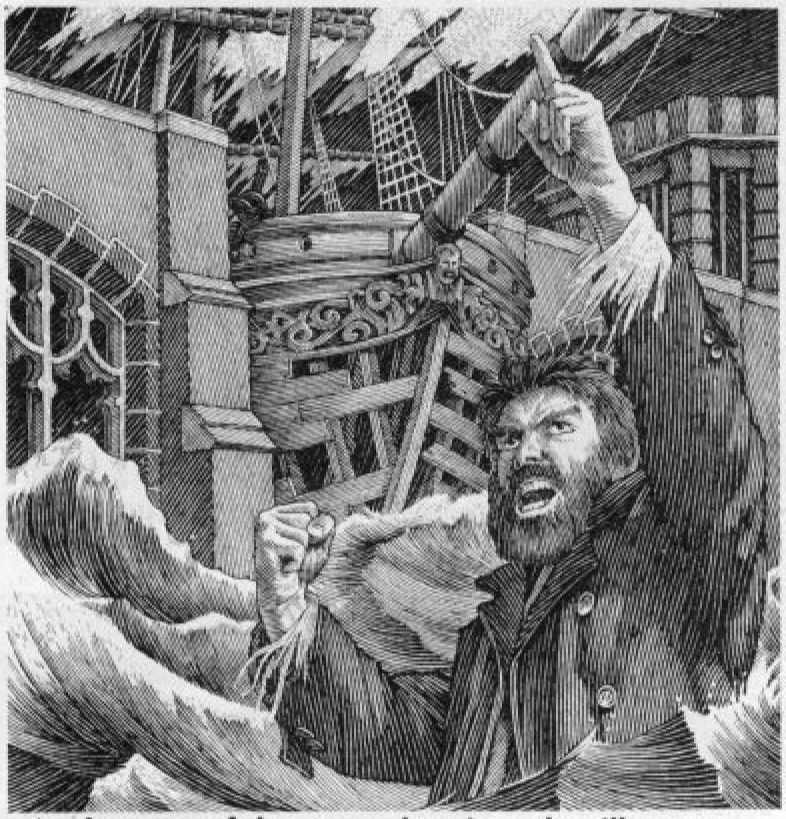
So after dinner, being the ace sleuth I was, I followed up a lead old Bolitho the butler had unwittingly given me, after he'd staggered upstairs with my luggage. And then it was that I caught his Lordship walking purposefully across the New Great Hall.

I hadn't had the chance to explore the ancestral home; I had been bustled around and introduced to the upper class twittery as soon as I set foot in the place, before dressing for dinner. But His Lordship, of course, would know just where that clue might be pointing. So I followed.

I half expected Bolitho to walk in and drop a fig-leaf on the table. Better be careful here, or I could end up taking a well-dressed two-legged dustbin back home with me. But I needn't have worried — before long I was the proud owner of a priceless ancient war club. Personally, I'd rather have had the holiday for two in sunny Terrormolinos.

But I not only digress — I'm spoiling this highly atmospheric review!

The next thing on the agenda was the unveiling of the 'ghost'. (Despite being an American, I don't for one moment believe in them.) So I explored the general layout of the castle, and found some of the more private rooms not mentioned in the tourists guide. Anytime after midnight, I thought, and she could be on the prowl.



Just one of the many drawings that illustrate the accompanying book



You get six short stories of ghostly happenings in Cornwall

I had a long wait. But suddenly I saw her — the White Lady! In a flash I used the only weapon at my disposal — a can of anti-ghost spray — but she was gone in a trice (that's a nice aristocratic sort of word) and before I could check out the room of my main suspect, I could hear the creaking of a door in the distance. No doubt, the offending guest was now snugly back in bed, and feigning sleep . . .

I played *Moonmist* roughly in time with the 'clock' provided on screen in the game, and have to admit that into the small hours, I was looking over my shoulder from time to time! I won't say I actually screamed when I saw the ghost, but the game is highly atmospheric.

Initially, you are not allowed to explore the castle before the delivery of the clues by Uncle Lionel, so it was by luck, that I happened upon Lord James following up the first clue.

To be successful, you have to do all the 'right' things as a guest of one so eminent as His Lordship. So I tried to break the rules — what would happen if I went to dinner straight from my bath, without getting dressed? The program forced me to think better of it, and remain in my room! Mind you, I did once attend dinner in my Union Jack nightshirt, but the assembled crowd kept a stiff upper lip, and merely failed to notice my outfit! For my part, I was unable to complete the game!

It's surprising how an adventurer gets into the rut of moving about by slavishly following his carefully drawn up map. There's a very useful GO TO (room name) command in Moonmist, and it took hours of play before I thought of using it! I now suspect that it's not only a response-time saver — it may well be required to move about fast to catch up with the villain, since only one minute game time is taken for the entire trip, as opposed to one minute per normal move.

Talking of response times — they're absolutely abysmal on the 64! In particular, the common acts of dropping and taking objects take an age of disk access, before a hesitatingly display reply appears. If you start playing at 7.00 pm, it's almost like playing in real time! Surely Infocom can do some tuning to their system, to speed up at least the most common commands?

With Moonmist, you get the usual Infocom accessories! This time, it's a couple of letters on Tresyllian Castle notepaper, and a glossy tourist guide. Oh, and there's an iron-on Moonmist motif, but I don't think you need that to solve any of the mysteries!

The four games in one have been very cleverly set up. A spooky mystery package that you should enjoy!

Graphics	n/a
Sound	n/a
Toughness	★★★
Vocab/parser	★★★★
Overall	★★★★

INTO THE VALLEY

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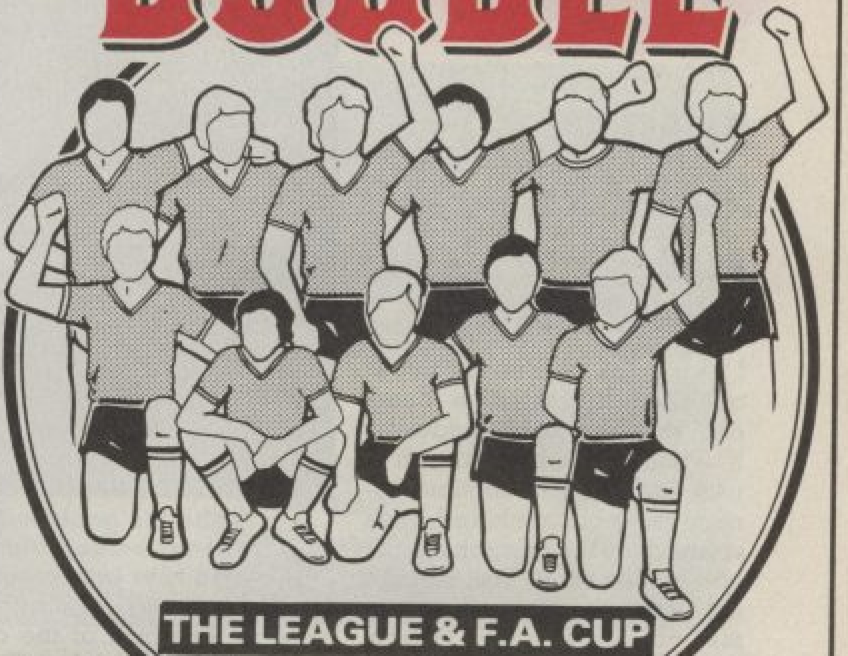
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ROAD RUNNER

Atari

Price: 2 × 10p

I can think of no-one better qualified to review a game like this, he said modestly. No, really, I've been known to pass the kung fu section, ignore the adult rack and head straight for the cartoons in the local video shop. Yes, strange lad that I am, Sylvester turns me on more than Debbie Ashby *(who? — Ed)*. But no-one turns me on more than Wile E. Coyote star of Warner Bros cartoon Road Runner.

And that's my major criticism of this coin-op. I wanted to be Wile E. and I bet my last ten pence that any other self-respecting cartoon freak would want it that way as well. That's because we all, without exception, HATE THAT BLOODY BIRD!!

That said, this adaptation



Wile E's grabbed a skateboard, but he's so intent on catching you, you'll get a chance to run him into a truck

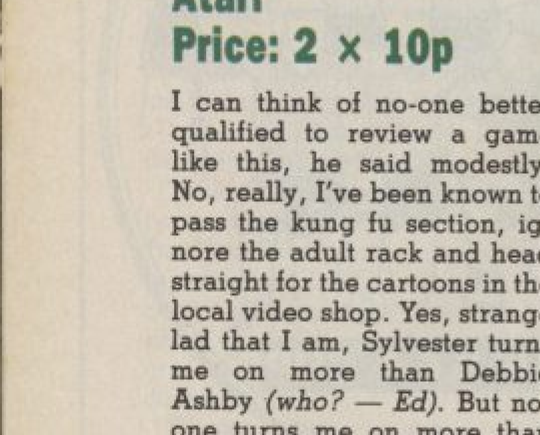
into a game stays remarkably close to the spirit of the cartoon. You, spit, play Road Runner (Batoutofhelius) intent on stuffing your face with as much seed as possible, whilst avoiding becoming the day's main course for the coyote (Appetitus Vulgarus).

You begin with five lives and get extra lives for taking short cuts and reaching high scores. As you burn across the screen, piles of birdseed appear on the road. To get points you must eat it, but if you miss more than five seeds, you feel faint, run out of steam and the coyote carts you away to make Road Runner burgers out of you. Every time he catches you he sniggers evilly, and to be honest I couldn't help enjoying losing my money every time to watch the never-before-seen sight of the coyote catching that chuffing bird. Yes!

The graphics are a joy to behold, in fact just like being in the cartoon. The bird whizzes along highways and mountain passes in the Arizona desert setting, pursued by the coyote, who resorts to his usual kind of tricks to try and build up enough speed to catch the Road Runner. He uses jet powered skateboards, rockets and even springs. At the second stage when he resorts to the rocket whilst the bird makes his way round a snakey bit of pass, he'll get really blase and start showing off on it by doing hand stands. The animation is stunning and I hope when it gets converted the programmers manage to keep the standard up.

What I really like about this machine is that it does provide the kind of manic gameplay central to the original cartoon. It's a lot of fun to play, not simply in avoiding the coyote, but in the way you can actually run him into difficulties with your agility. A quick body swerve can send him ploughing into a truck, or later see him buried under falling boulders.

This is truly original and fun to play. That's all folks!



Leg it round the pass — an easy section

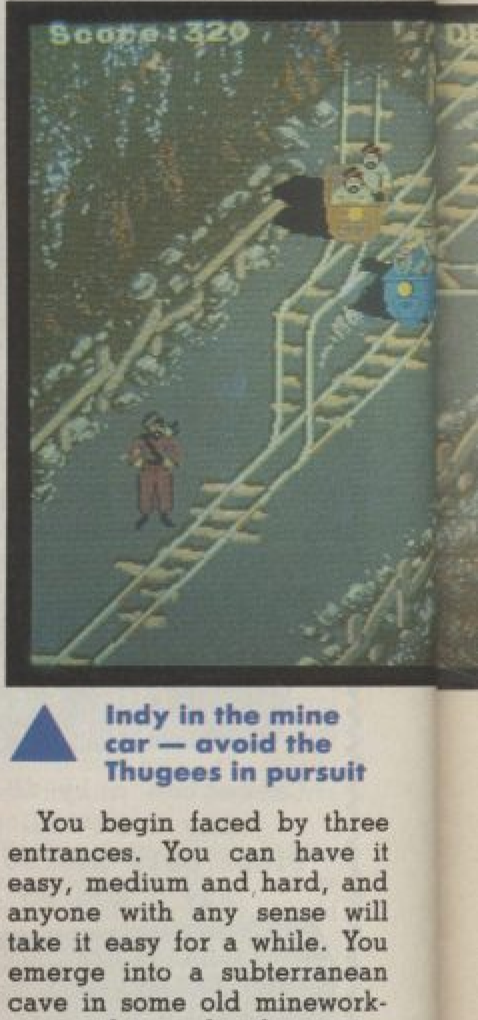
GRAPHICS:	9
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	9
VALUE	8
OVERALL	9

INDIANA JONES

Atari

Price: 2 × 10p

US Gold signed the licence to Lucas films Indiana Jones in early '85 and I assume it still holds good. The game they wrote was pretty average, eschewing arcade action for puzzles. In contrast Atari's coin-op tries to capture the spirit of the original film, with fast joystick action.



Indy in the mine car — avoid the Thugees in pursuit

You begin faced by three entrances. You can have it easy, medium and hard, and anyone with any sense will take it easy for a while. You emerge into a subterranean cave in some old mineworkings and immediately you are told to release the children held hostage around the place. As you work your way

Don't say we never listen tyo you. We've been receiving letters for some time asking, often demanding, a section for arcade games in the magazine. When we checked the answers to the survey which you helped us compile last year there was no longer any room for doubt. You wanted an arcade section. So here it is.

Each month we'll be looking at current favourities, games under conversion and consoles about to be launched into your favourite arcades. There'll be reviews, news and previews of the hottest coin-ops around. We'll be asking you, too, for your opinions of the coin-ops you're currently pouring all your

ADES

around the different ledges to the cages, your way will be blocked by thugee guards. Take them out with your whip. Another problem is the difficult places the children are held in. One foot wrong and Indy goes flying off a ledge and you lose a life.

Once the children are freed, you head for the mine railway car at the back oif the cave, and so you embark upon level two of the adventure. This isn't too hard, you propel the car along the tracks trying to shake off more guards who give chase in



another car. Just stay ahead and tip the car to change lines in order to avoid them.

From there it's into the final stage of the challenge in the temple. This poses a problem of just how to get to grips with the route to the statue of Kali where the score stone is hidden. Only by finding this will you open the exit door and make good your escape. The bridge before you crosses a river of burning lava, and if you miss your chance to get across you'll have to use your whip to swing across in the ravens. Naturally there are more of the thugees to hinder your path.

If you manage to complete this test the game returns you to the start and the difficulty level goes up with more children to rescue and guards trying to kill you. This is a bit of a disappointment since you get to see the whole game in a few minutes. A few more levels would have been better.

Having said that the graphics are excellent with nice large characters with plenty of detail in them. Indy definitely looks the part and the Thugees look suitably menacing with their pointy beards. However they are all clones, or maybe they come from a big family. Mr and Mrs Thugee and sons. Good fun, but only for a short space of time, there are plenty of better things to stick your money into.

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	7
ENDURANCE:	5
VALUE	6
OVERALL	6

money into. There'll be occasional features also on your local arcade, and ones we recommend.

This month we're kicking off with a few games which look a bit dated, but there's a reason for this. Our sources tell us that they're dead certs for conversions this year, and as this column was being written, US Gold announced they had signed up the licence to Indiana Jones, a game which they tried to produce themselves a couple of years back. In the future you can bet many of the games you see reviewed in Screen Scene will have been mentioned on these pages first. So stick with it!

BUGGY BOY



Buggy Boy on the coast road

Tatsum
Price: 2 × 10p

Unsurprisingly this is a racing game, and a slightly dated one at that when you look at the current state-of-the-art crop of speed freak games like *Le Mans, Outrun* and *Enduro Racer*.

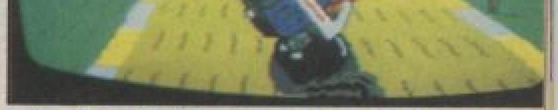
There is a difference though from your average *Pole Position* racing fare with *Buggy Boy*. It's more of an obstacle race than anything else with you controlling a kind of beach buggy with large wheels. Naturally it's a touch more durable than your average Formula One type cars, and it needs to be because as you career around the obstacle course dozens of hazards loom up at you. You crash a lot if you're lucky. If you're not you'll find yourself turning over in the water.

You earn points by running over marker flags dotted around the course. They're colour coded and you have to hit them in the right order. You'll need to jump to clear obstacles, loose rocks let you do this if you run into them.

Buggy Boy is a big game, by which I mean like TX-1 you get three screens set in a huge console. Really they're not necessary though and I can't see it mattering too much when the game comes to be converted.

Mike Pattenden

GRAPHICS:	8
SOUND:	6
TOUGHNESS:	8
ENDURANCE:	6
VALUE	7
OVERALL	6



Tip the buggy to make the gap — example of three screen view



CHOPPER CARGO

for the 64 and 128

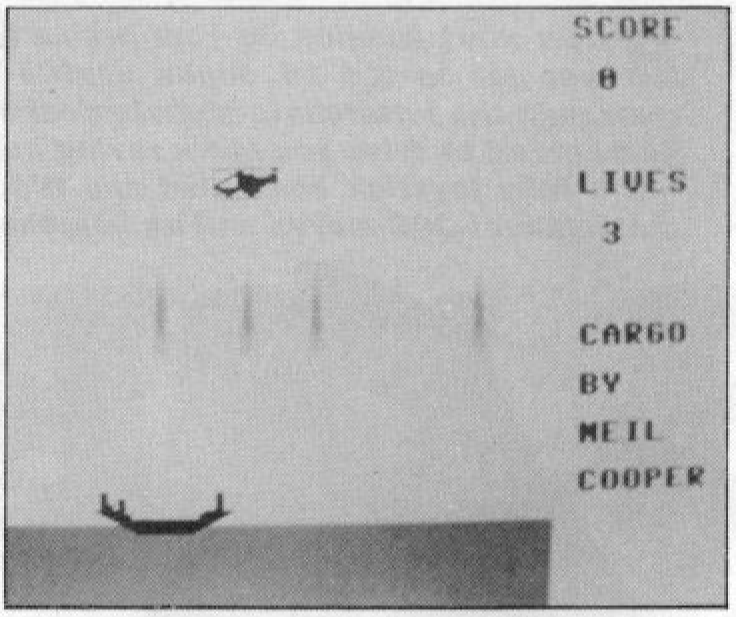
by Neil Cooper

Your mission, Mr Phelps, is to land your helicopter on the ship to deliver the cargo. But a barrage of missiles is constantly being fired at you, trying to stop you from landing. But they won't 'cos you're amazingly skillful. It's pretty tricky especially since there's a choice of ten speed levels. Use joystick in port 2.

EASY ENTER

```
0 REM*****************************
1 REM*  'CARGO' BY NEIL COOPER    *
2 REM*                            *
3 REM* FROM NEW SKELTON,CLEVELAND *
4 REM*****************************
5 GOSUB10000
6 GOSUB1000
10 PRINT"(CLR)(BLK)"::POKE53280,14:POKE53281,14
15 PRINT"(CLR)        ENTER SPEED OF HELICOPTER"
16 PRINT"(DOWN)     (0-10) - 0 IS SLOW. 10 IS FAST"
20 INPUT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)";SK:IFSK<0ORSK>10THEN20
30 SK=SK*20:POKE49427,SK
50 SC=0:L=3
100 PRINT"(CLR)"TAB(33)"(BLK)SCORE(DOWN)":PRINTTAB(33)SC"(DOWN)(DOWN)(DOWN)"
110 PRINTTAB(33)"LIVES(DOWN)":PRINTTAB(33)L
111 PRINT"(DOWN)(DOWN)(DOWN)"TAB(33)"CARGO":PRINTTAB(33)"(DOWN)BY":PRINTTAB(33)"
(DOWN)NEIL"
112 PRINTTAB(33)"(DOWN)COOPER"
120 PRINT"(BLU)"
130 FORN=1TO4:PRINT"(RVS)                                        ":NEXT
140 V=53248:S=54272
145 POKEV+21,255:POKEV+27,252
146 POKEV+28,1:POKE2040,250:POKE2041,252
147 POKEV+37,15:POKEV+38,0:POKEV+39,11
148 FORN=2042TO2047:POKEN,253:NEXTN
149 POKEV+40,0
160 POKEV,30:POKEV+1,60
165 POKEV+2,120:POKEV+3,195:POKEV+23,0:POKEV+29,2:POKEV+40,0
170 POKEV+4,24:POKEV+6,77:POKEV+8,132:POKEV+10,186:POKEV+12,242
171 FORN=V+5TOV+15STEP2:POKEN,220:NEXT
175 POKEV+14,X
180 FORN=V+41TOV+46:POKEN,9:NEXT
200 POKEV+30,0:POKEV+31,0:POKE252,0:SYS49152
220 SYS49410
310 IFPEEK(252)=1THEN700
320 SYS49222:POKES+4,0
330 POKES+24,15
340 POKES+5,0:POKES+6,255:POKES+14,10:POKES+15,5
350 POKES,50:POKES+1,10:POKES+4,21
360 FORN=0TO255:POKES+1,N:NEXTN
370 FORN=15TO0STEP-.2:POKES+24,N:NEXTN
380 POKES+4,0:POKES+24,15
390 SC=SC+5*INT(SK/5+1):PRINT"(HOME)(DOWN)(DOWN)(BLK)"TAB(33)SC
395 SK=SK+10:IFSK>254THENSK=254
396 POKE49427,SK
400 GOTO140
700 POKES+4,0
710 POKES+24,15
720 POKES+1,5
730 POKES+5,48+13:POKES+6,0
740 POKES+4,129
750 FORN=0TO100:POKES+24,10+(INT(RND(1)*5)):POKE2040,254+INT(RND(1)*2):NEXTN
760 POKES+4,0:SYS49222:POKEV+21,0
770 L=L-1:PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(BLK)"TAB(
33)L
780 IFL>0THEN140
790 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)"TAB(10)"GAME OVER":PRINT"(DOWN)(DOWN)(DOWN)"T
AB(4)"PRESS FIRE TO PLAY AGAIN"
```

EASY ENTER




```
800 IFPEEK(56320)<>111THEN800
810 GOTO10
1000 PRINT"(BLK)(CLR)";:POKE53280,15:POKE53281,15
1005 PRINTTAB(15)"CARGO":PRINTTAB(15)"‾‾‾‾‾"
1010 PRINT"(DOWN)"TAB(11)"BY NEIL COOPER"
1015 PRINT"(DOWN) THE OBJECT OF THE GAME IS TO LAND THE"
1020 PRINT"HELICOPTER ON THE SHIP TO DELIVER"
1025 PRINT"SUPPLIES, BUT YOU MUST WATCH OUT FOR THE";
1030 PRINT"MISSILES BEING FIRED AT YOUR HELICOPTER.";
1035 PRINT" IF A MISSILE HITS YOUR HELICOPTER YOU"
1040 PRINT"LOSE ONE OF YOUR 3 LIVES. USE A JOYSTICK";
1050 PRINT"IN PORT 2 TO CONTROL THE HELICOPTER."
1055 PRINT"(DOWN)(DOWN)PRESS FIRE TO START."
1060 IFPEEK(56320)<>111THEN1060
1065 RETURN
10000 RESTORE:C=0:FORN=250TO255:FORM=0TO62:READD:POKEN*64+M,D:C=C+D:NEXTM,N
10010 IFC<>14568THENPRINT"ERROR IN DATA BETWEEN LINES 10100-10146":END
10020 C=0
10050 READAD
10060 READA:IFA=-1THEN10050
10065 IFA=-2THEN10080
10070 POKEAD,A:AD=AD+1:C=C+A:GOTO10060
10080 IFC<>35796THENPRINT"ERROR IN DATA BETWEEN LINES 11000-10080":END
10090 RETURN
10100 DATA0,0,0,0,0,0,0,0,0,178,170,170,32,3,0,56,63,192,63,255,112,63,255,92
10102 DATA15,255,87,3,255,255,0,252,252,0,48,50,0,170,168,0,0,0,0,0,0,0,0,0,0
10104 DATA0,0,0,0,0,0,0,0,0,0,0,0
10112 DATA0,0,0,0,0,0,0,0,170,170,142,0,192,8,3,252,44,13,255,252,53,255,252
10114 DATA213,255,192,255,255,0,63,63,0,140,12,0,42,170,0,0,0,0,0,0,0,0,0,0
10116 DATA0,0,0,0,0,0,0,0,0,0,0,0
10124 DATA0,0,0,0,0,0,0,0,0,0,0,0,64,0,4,64,0,4,72,0,4,72,0,4,104,0,4,104,0,4
10126 DATA248,0,31,124,0,62,60,0,60,31,255,248,15,255,240,7,255,224,3,255,192,1
10128 DATA255,128,0,0,0,0,0,0,0,0,0
10130 DATA0,16,0,0,16,0,0,16,0,0,56,0,0,56,0,0,40,0,0,40,0,0,56,0,0,40,0,0,40
10132 DATA0,0,56,0,0,40,0,0,40,0,0,56,0,0,40,0,0,40,0,0,56,0,0,124,0,0,124,0,0
10134 DATA186,0,0,146,0
10136 DATA0,0,0,0,0,0,0,0,16,68,0,2,1,0,0,16,0,16,133,16,4,32,0,0,10,64,0,161
10138 DATA8,2,8,0,16,82,32,1,72,0,0,146,32,0,8,0,0,4,128,4,64,32,0,8,0,0,0,128
10140 DATA0,0,0,0,0,0
10142 DATA0,0,0,0,0,0,16,0,2,1,0,8,132,16,0,33,0,18,8,64,0,82,0,37,9,16,0,32
10144 DATA64,18,138,0,0,33,32,8,68,0,0,146,80,2,64,0,0,9,0,8,0,72,0,66,0,0,0,0
10146 DATA0,0,0,0,0,0
10999 DATA49152
11000 DATA120,169,13,141,20,3,169,192,141,21,3,88,96,206,5,208,206,7,208,206,9
11010 DATA208,206,11,208,206,13,208,206,15,208,173,15,208,201,5,240,3,76,49
11020 DATA234,169,210,141,5,208,141,7,208,141,9,208,141,11,208,141,13,208,141
11030 DATA15,208,173,0,208,141,14,208,76,49,234,120,169,49,141,20,3,169,234,141
11040 DATA21,3,88,96,-1
11049 DATA49240
11050 DATA174,0,220,224,126,240,13,224,125,240,20,224,123,240,20,224,119,240,32
11060 DATA96,173,1,208,201,50,240,3,206,1,208,96,238,1,208,96,169,251,141,248,7
11070 DATA173,0,208,201,30,240,3,206,0,208,96,169,250,141,248,7,173,0,208,201
11080 DATA255,240,3,238,0,208,96,-1
11089 DATA49310
11090 DATA169,0,133,252,173,30,208,41,1,201,1,208,3,133,252,96,173,31,208,41,1
11100 DATA201,1,208,3,133,252,96,173,1,208,201,195,240,1,96,173,0,208,201,130
11110 DATA176,1,96,173,0,208,201,134,144,1,96,169,2,133,252,96,-1
11119 DATA49370
11120 DATA169,10,141,24,212,169,0,141,4,212,141,5,212,169,240,141,6,212,169,6
11130 DATA141,3,212,169,100,141,2,212,169,1,141,1,212,169,65,141,4,212,96,-1
11149 DATA49410
11150 DATA32,88,192,32,158,192,32,218,192,165,252,201,0,240,1,96
11155 DATA160,0,24,162,0,232,224,255,208,253,200,192,255,208,243
11160 DATA76,2,193,-2
```

CARGO CHOPPER



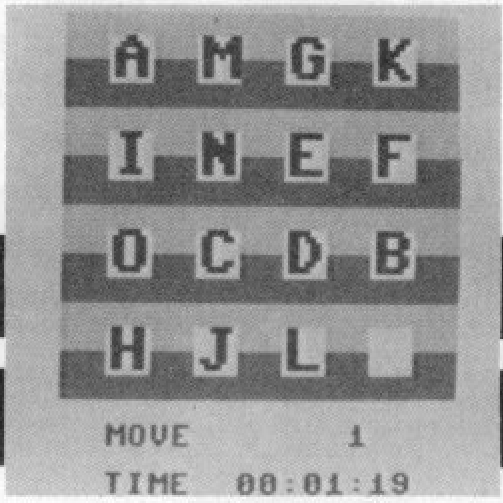
Better start winding up your brains for this one — probably the stiffest challenge you'll ever get on the 16. Alpha Shuffle is one of those letters-shuffling games where you rearrange the letters into alphabetical order on the grid. You know, the type of game that's guaranteed to drive you stark raving barmy.

It's fully joystick controlled and it's so simple, no instructions are required. You get a maximum of 300 moves and an impressive 'action-replay' mode.

ALPHA

For the C16 and Plus/4

by Frank Bingley



EASY ENTER

```
10 KEY1,"GOTO560"+CHR$(13):REM PRESS F1 IF SCREEN FILLS WITH RUBBISH!
20 POKE52,59:POKE56,59:CLR:PRINT"(CLR)SETTING UP":IFPEEK(15360)=60THEN40
30 POKE1176,44:FORA=0TO64*8:POKE15360+A,PEEK(53248+A):NEXT
40 POKE65298,PEEK(65298)AND251:POKE65299,60:DIM G(16),E$(16)
50 DIMP$(18),G$(4,4):SH$="(LEFT)(LEFT)(DOWN)":FORA=1TO40:LI$=LI$+"&":NEXT:LI$=CH
R$(18)+LI$
60 DIM N1$(6),V%(304):FORA=1TO6:N1$(A)="999999":NEXTA
70 P$(0)="&&"+SH$+"&&":CO=1:IFPEEK(15736)=60THEN110
80 PE=15368:PO=15872:CC=15:GOSUB400:PE=PE-8:PO=15640:CC=0:GOSUB400
90 PE=PE+16:CC=0:GOSUB400:PE=PE+8:CC=0:GOSUB400
100 FORA=15736TO15739:POKEA,60:NEXT:POKE15740,240:POKE15741,240
110 GOSUB520:GOSUB760
120 XP=4:YP=4:K=1:TI$="000000":CHAR,13,23,"(BLK)TIME":CHAR,13,21,"MOVE"
130 J=JOY(2)
140 IFJ=3THENGOSUB200:V%(K)=1
150 IFJ=7THENGOSUB220:V%(K)=2
160 IFJ=1THENGOSUB240:V%(K)=3
170 IFJ=5THENGOSUB260:V%(K)=4
180 GOSUB1020:CHAR,23,21,"":PRINTK:IFJ=128ORK>300THEN280
190 GOTO130
200 XP=XP-1:IFXP<1THENXP=1:RETURN
210 G$(XP+1,YP)=G$(XP,YP):G$(XP,YP)=P$(0):GOSUB940:K=K+1:RETURN
220 XP=XP+1:IFXP>4THENXP=4:RETURN
230 G$(XP-1,YP)=G$(XP,YP):G$(XP,YP)=P$(0):GOSUB940:K=K+1:RETURN
240 YP=YP+1:IFYP>4THENYP=4:RETURN
250 G$(XP,YP-1)=G$(XP,YP):G$(XP,YP)=P$(0):GOSUB940:K=K+1:RETURN
260 YP=YP-1:IFYP<1THENYP=1:RETURN
270 G$(XP,YP+1)=G$(XP,YP):G$(XP,YP)=P$(0):GOSUB940:K=K+1:RETURN
280 N2$=TI$:N=VAL(N2$):FL=0:X=1:FORB=1TO4:FORA=1TO4:IFX=16THEN300
290 IFG$(A,B)<>P$(X)THENFL=1
300 X=X+1:NEXTA,B:PRINT:IFFL=0THEN330
310 PRINT"(CLR)":CHAR,15,12,"HARD LUCK":CHAR,15,14,"TRY AGAIN":PRINT
320 FORQ=1TO2000:NEXTQ:GOSUB990:PRINT:GOSUB1160:GOSUB760:GOTO120
330 PRINT"(CLR)":CHAR,15,6,"WELL DONE":CHAR,14,8,"YOU MADE IT":PRINT
340 N3=VAL(RIGHT$(N1$(5),6)):IFN>N3THEN320
350 CHAR,10,10,"YOU HAVE A FAST TIME":PRINT:PRINT
360 GETA$:IFA$<>""THEN360
370 PRINTTAB(9)"PLEASE ENTER YOUR NAME":N$=""
```

```
380 PRINTTAB(15)"(DOWN)(DOWN)(DOWN)♥♥♥♥♥♥♥♥♥♥(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)(LEFT
)(LEFT)(LEFT)(LEFT)(LEFT)";
390 GOSUB1040:GOSUB1160:GOSUB760:GOTO120
400 FORC=0TOCC:FORB=0TO1:FORA=0TO3:CD=0:D=PEEK(PE):D=DAND240
410 IFDAND128THENCD=CD+192
420 IFDAND64THENCD=CD+48
430 IFDAND32THENCD=CD+12
440 IFDAND16THENCD=CD+3
```

SHUFFLE

```
450 POKEPO,CD:POKEPO+1,CD:PO=PO+2:PE=PE+1:NEXTA:PE=PE-4
460 FORA=0TO3:CD=0:D=PEEK(PE):D=DAND15
470 IFDAND8THENCD=CD+192
480 IFDAND4THENCD=CD+48
490 IFDAND2THENCD=CD+12
500 IFDAND1THENCD=CD+3
510 POKEPO,CD:POKEPO+1,CD:PO=PO+2:PE=PE+1:NEXTA,B,C:RETURN
520 X=96:FORA=1TO8:FORB=1TO4:P$(CO)=P$(CO)+CHR$(X):X=X+1:NEXTB:CO=CO+1:NEXTA
530 X=160:FORA=1TO7:FORB=1TO4:P$(CO)=P$(CO)+CHR$(X):X=X+1:NEXTB:CO=CO+1:NEXTA
540 X=35:FORA=1TO3:FORB=1TO4:P$(CO)=P$(CO)+CHR$(X):X=X+1:NEXTB:CO=CO+1:NEXTA
550 FORA=1TO18:P$(A)=LEFT$(P$(A),2)+SH$+RIGHT$(P$(A),2):NEXTA:RETURN
560 POKE65287,PEEK(65287)AND239:POKE65298,PEEK(65298)OR4:POKE65299,208:END
570 FORQ=1TO2000:NEXTQ:VOL8:RESTORE630
580 READ D1:READ D2:READ D3:IFD3<>0THENREAD D4
590 IFD1=-1THENGOSUB990:GOSUB1160:RETURN
600 SOUND1,D1,D2:IF D3<>0THENSOUND2,D3,D4
610 SOUND1,1015,2:GETA$:IFA$<>""THENF2=1:RETURN
620 GOTO580
630 DATA 596,8,0,685,8,0,739,8,0,739,8,169,89,1015,2,0,881,8,0,881,8,0
640 DATA 1015,2,0,854,8,0,854,8,0,1015,2,0,596,8,0,596,8,0,685,8,0
650 DATA 739,8,0,739,8,460,195,1015,2,0,881,8,0,881,8,0,1015,2,0
660 DATA 864,8,0,864,8,0,1015,2,0,571,8,0,571,8,0,643,8,0,770,8,0,770,8,0
670 DATA 1015,2,0,897,8,0,897,8,0,1015,2,0,864,8,0,864,8,0,1015,2,0
680 DATA 571,8,0,571,8,0,643,8,0,770,8,0,770,8,169,193,1015,2,0
690 DATA 897,8,0,897,8,0,1015,2,0,854,8,0,854,8,0,1015,2,0,596,8,0,596,8,0
700 DATA 685,8,0,739,8,0,810,8,0,1015,2,0,917,8,0,917,8,0,1015,2,0
710 DATA 881,8,0,881,8,0,1015,2,0,596,8,0,596,8,0,685,8,0,739,8,0,810,8,383,29
720 DATA 1015,2,0,917,8,0,917,8,0,1015,2,0,897,8,0,897,8,268,35,1015,2,0,643
730 DATA 8,0,643,8,0,704,8,0,770,8,0,770,32,460,50,695,8,0,739,8,0,854,32,169
740 DATA 50,810,8,0,685,8,0,685,16,383,25,643,8,0,770,16,460,25,739,8,0,596,8
750 DATA 169,32,1015,1,0,810,4,0,810,8,0,810,8,0,1015,200,0,-1,-1,-1,-1
760 COLOR4,1:COLOR0,1:PRINT"(CLR)":CHAR,0,4,""
770 RESTORE820:PRINT"(WHT)":FORA=1TO4:PRINTLI$;:NEXTA
780 PRINTTAB(6)"(UP)(UP)(UP)(RVS)";:FORA=1TO13:READD:PRINTP$(D)"(UP)";:NEXTA:PRI
NT"(DOWN)(DOWN)"
790 PRINT:PRINTTAB(18)"BY":PRINT:PRINTTAB(13)"FRANK&&BINGLEY":PRINT:PRINT
800 PRINTTAB(13)"1 :&&RESHUFFLE":PRINT:PRINTTAB(13)"2 :&&SAME GAME"
810 PRINT:PRINTTAB(13)"3 :&&REPLAY"
820 DATA 1,12,16,8,1,0,17,8,18,6,6,12,5
830 GETA$:IFA$<>""THEN830
840 IFA$="2"THENPRINT"(CLR)":E$=M$:GOTO890
850 IFA$="3"THENPRINT"(CLR)":GOTO1210
860 IFA$="1"THENPRINT"(CLR)":GOSUB950:RETURN
870 F2=0:GOSUB570:IF F2=0THENGOTO760
880 GOTO840
890 IFM$=""THENGOSUB950:RETURN
900 X=1:FORB=1TO4:FORA=1TO4:G$(A,B)=E$(X):X=X+1:NEXTA,B:COLOR4,10,2:COLOR0,9,5
910 PRINT"(CLR)":PRINTTAB(13)"(BLK)ALPHA&&SHUFFLE":LL$=LEFT$(LI$,19):CHAR,11,4,"
(ORNG)"
920 FORA=1TO4:PRINTTAB(11)"(ORNG)"LL$:PRINTTAB(11)LL$:PRINTTAB(11)"(BRN)"LL$
930 PRINTTAB(11)LL$:NEXTA:PRINT"(BLK)"
940 FORA=0TO3:FORB=0TO3:CHAR,13+(4*A),5+(4*B),G$(A+1,B+1):NEXTB,A:RETURN
950 M$="":R$="ABCDEFGHIJKLMNO":FORA=1TO15:R=INT(RND(1)*(LEN(R$)))+1
960 M$=M$+MID$(R$,R,1):R$=LEFT$(R$,(R-1))+RIGHT$(R$,(LEN(R$)-R)):NEXT
970 FORA=1TO15:G(A)=ASC(MID$(M$,A,1))-64:NEXT
```

EASY ENTER

ALPHA SHUFFLE

```
980 FORA=1TO15:E$(A)=P$(G(A)):NEXT:E$(16)=P$(0):GOSUB900:RETURN
990 PRINT"(CLR)";LI$:RESTORE1010:CHAR,8,2,""
1000 FORA=1TO12:READD:PRINTP$(D)"(UP)";:NEXTA:PRINT:PRINT:PRINT:PRINTLI$:RETURN
1010 DATA 8,1,12,12,0,15,6,0,6,1,13,5
1020 T1$=LEFT$(TI$,2):T2$=MID$(TI$,3,2):T3$=RIGHT$(TI$,2)
1030 TM$=T1$+":"+T2$+":"+T3$:CHAR,19,23,TM$:RETURN
1040 GETA$:IFA$=""THEN1040
1050 IFA$=CHR$(13)THEN1130
1060 IFA$=CHR$(32)THEN1110
1070 IFA$<>CHR$(20)THEN1100
1080 IFLEN(N$)>0THENPRINT"(LEFT)♥(LEFT)";
1090 IFLEN(N$)>0THENN$=LEFT$(N$,(LEN(N$)-1)):GOTO1040
1100 IFASC(A$)<64ORASC(A$)>90THEN1040
1110 N$=N$+A$:PRINTA$;:IFLEN(N$)=10THEN1130
1120 GOTO1040
1130 IFLEN(N$)<13THENN$=N$+CHR$(32):GOTO1130
1140 FORA=5TO1STEP-1:IFN<VAL(RIGHT$(N1$(A),6))THEN N1$(A+1)=N1$(A):N1$(A)=N$+N2$
1150 NEXTA:GOSUB990:RETURN
1160 PRINT:PRINT:FORA=1TO5:IFN1$(A)="999999"THEN1190
1170 PRINTTAB(10)LEFT$(N1$(A),12);:PRINTMID$(N1$(A),14,2)":";
1180 PRINTMID$(N1$(A),16,2)":"RIGHT$(N1$(A),2):NEXTA
1190 PRINTTAB(15)"(DOWN)PRESS SPACE":FORQ=1TO1000:GETA$:IFA$=CHR$(32)THENQ=1000
1200 NEXTQ:RETURN
1210 IFM$=""THEN760
1220 E$=M$:GOSUB900:XP=4:YP=4:KK=1
1230 IFV%(KK)=1THENGOSUB200:K=K-1:GOTO1270
1240 IFV%(KK)=2THENGOSUB220:K=K-1:GOTO1270
1250 IFV%(KK)=3THENGOSUB240:K=K-1:GOTO1270
1260 IFV%(KK)=4THENGOSUB260:K=K-1
1270 KK=KK+1:IFKK<(K+2)THEN1230
1280 CHAR,13,23,"":PRINTK-1"MOVES":FORQ=1TO3000:NEXT:GOTO760
```

EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

Actual graphic characters are not changed and appear as they do on screen — you'll find them all printed on your keyboard.

Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
(LBLU)	press CBM and 7
(GRY3)	press CBM and 8

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

ANCO

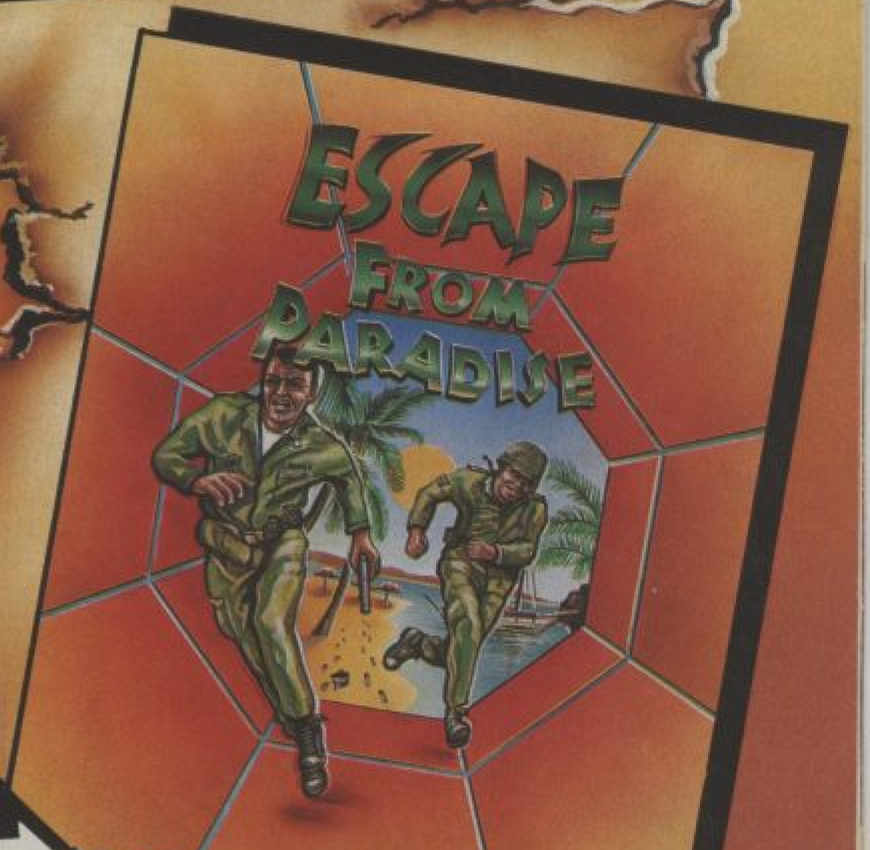
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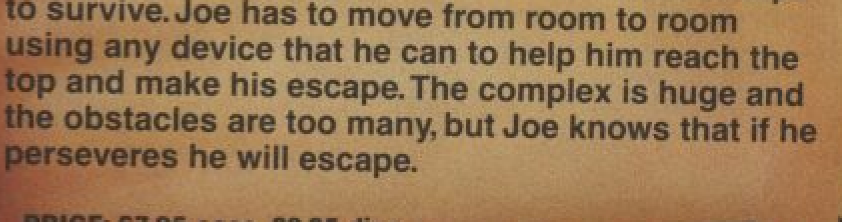




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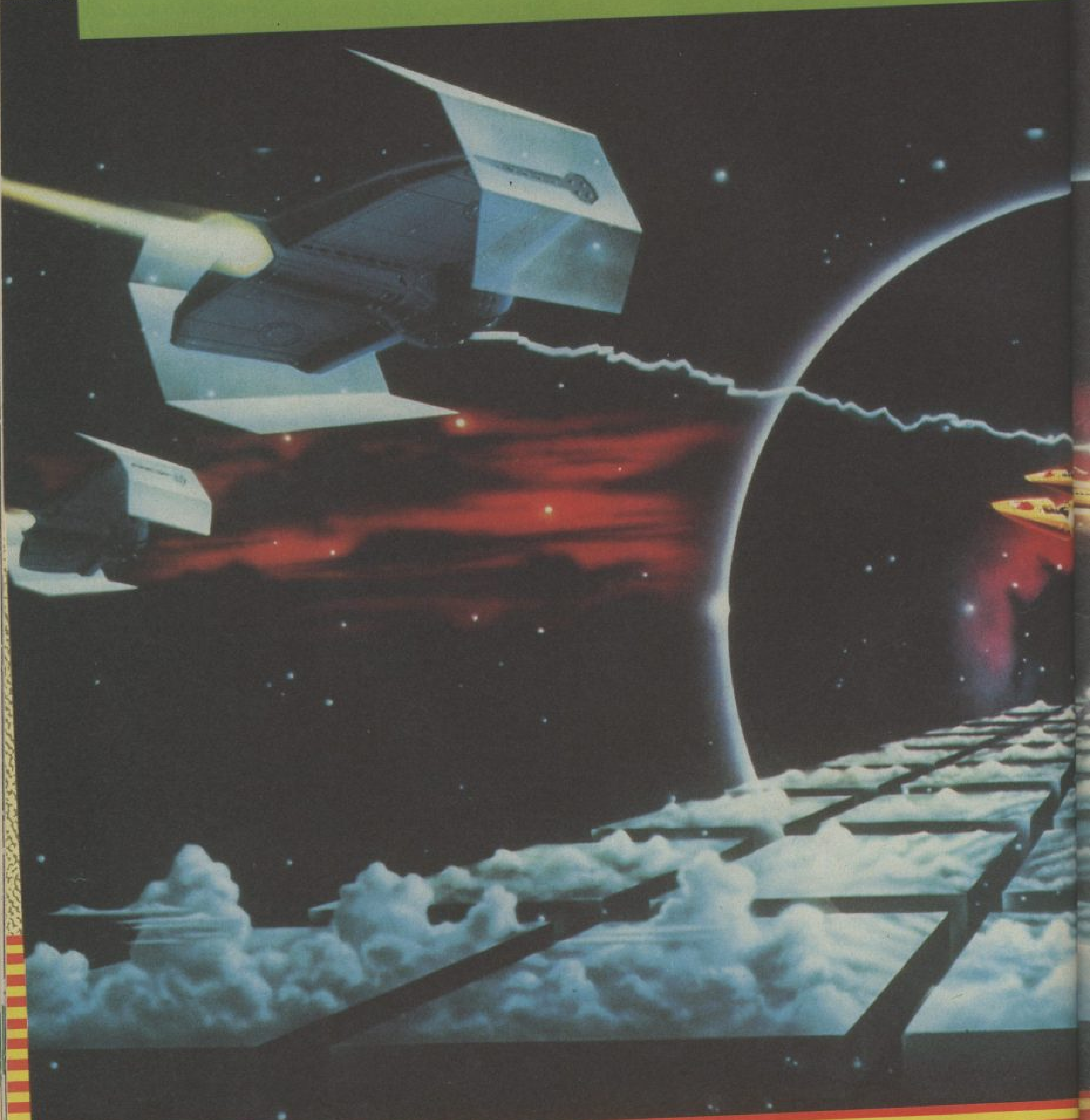
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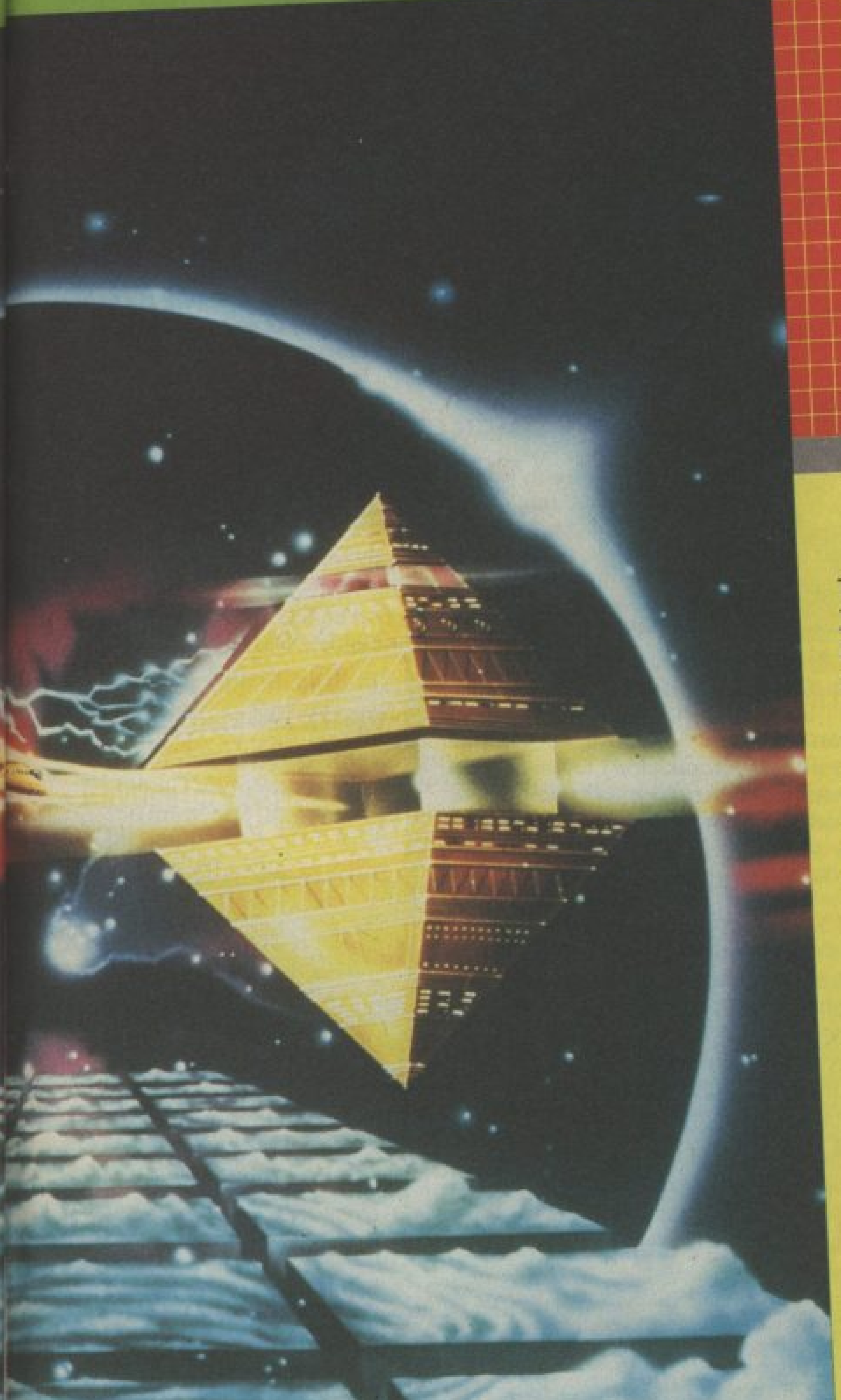
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MicroRhythm — cheapest method of annoying the neighbours

BARGAIN BEAT BOX

Ever wanted a drumkit but your dad wouldn't let you have one? Well, now you can sneak a complete set of drums into the house without him noticing. Get a copy of Firebird's Micro Rhythm drumsynth. It's on tape, it's two quid and it's the biggest bargain you'll ever get.

reviewed by Bohdan Buciak

The cheapest drumkit I've ever used was a biscuit tin and two of my granny's serving spoons. That lot would cost more than two quid today, which proves what an incredible bargain Firebird's Micro Rhythm really is, at just £1.99.

Better still, the program gives you a full set of drums and assorted percussion which, claims the blurb, all sound incredibly realistic because they were digitally sampled. My biscuit tin sounded like, well, just like a biscuit tin.

I've found a good way of annoying the neighbours. Simply plug your 64 into a stereo when you're using *Micro Rhythm*. It's easy, you just connect the audio/video output on the computer to whatever input is on your amp. If they complain, tell them it's the only way you can sample the true delights of this program.

So what do you get in the kit? You get a pretty comprehensive set of instruments including frills like a gong, tambourine and cowbell. But how do they sound:

Bass Drum: sounds lousy on a TV and is even a bit disappointing on a good stereo. It just hasn't got that booming depth.

Snare Drum: no complaints here, very realistic

Tom toms 1, 2 and 3: each tom tom has a different pitch and they all sound brilliant

Rim: very nice, reminds me of old Police records

Open hi-hat: another good one, crisp and bright

Closed hi-hat: not so good, the cut-off point isn't sharp enough

Crash Cymbol: probably the most realistic of the lot

Gong: hmm, interesting sound, but nothing like a gong

Clap: same again, a nice crisp sound but not really a clap

Tambourine: a must for Salvation Army songsters

Cowbell: sounds more like a baked bean tin than a cowbell

So this is really a mixed bag, but with fifteen different sounds to play with, most of them fair to good, who's complaining?

Micro Rhythm works in three different modes. First and simplest in Real Time Mode, accessed by hitting F3. In this mode, simply tap the key that plays the drum you want. It's almost like playing a keyboard of drum sounds.

But this mode just plays sounds, it won't record or play back. To do those, you get Bar Write Mode and Song Write Mode.

The former lets you write a bar of drum music. The bar is 16 beats long and you can play any drum or percussion item in any of the 16 spaces. The bar can be played back whilst you change or add more notes. Up to 99 different bars can be created in this way.

Song Write Mode is where you string together any of the bars you've already created to form the rhythm sequence for a song or composition. You're not told the maximum number of bars per song but it looked pretty large to me. On playback, the program simply chains together the bars in the order you specified. A maximum of four songs can be created at any one time, and there's a load/save option.

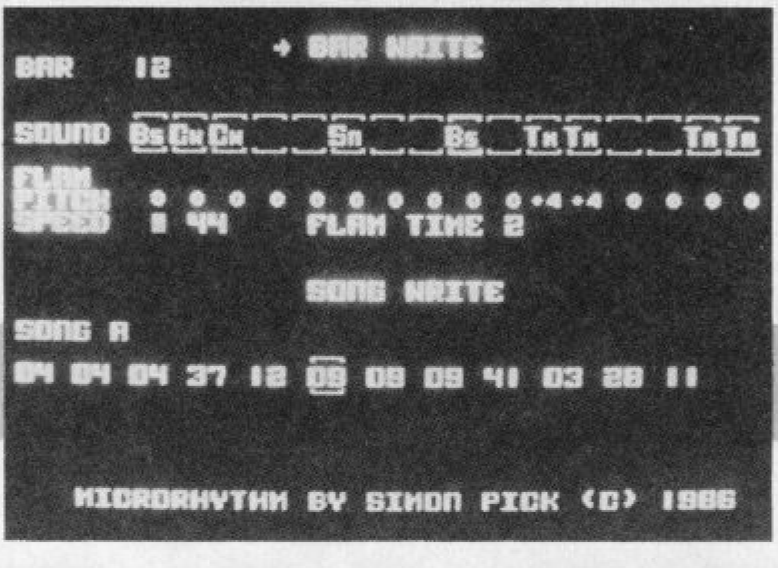
That's it really, except to tell you that the program contains the usual control functions. There's a metronome that can be turned on and off to help you get the beat — but if you ain't got it now you'll never get it. You can increase or decrease both tempo and pitch. Bars can be copied too.

Oh, and there's flam. Eh? A quick glance at the blurb reveals that flam is an echo effect. Any note you flam is actually played twice and you can control the delay between the first and second sound.

Being a cheapo tape, the instructions are inevitably pretty minimal. That doesn't matter because the program is incredibly easy to use. And the only way you'll get the most out of it is by doing lots of experimenting.

If you've got any sense at all — or you want to bring the house down — you'll go out and buy this program. It's the software bargain of the year.

- **Micro Rhythm drum synth**
- **64/128**
- **Firebird Software**
- **Price: £1.99 (cass)**



Wild Man Buciak 'flams' it up

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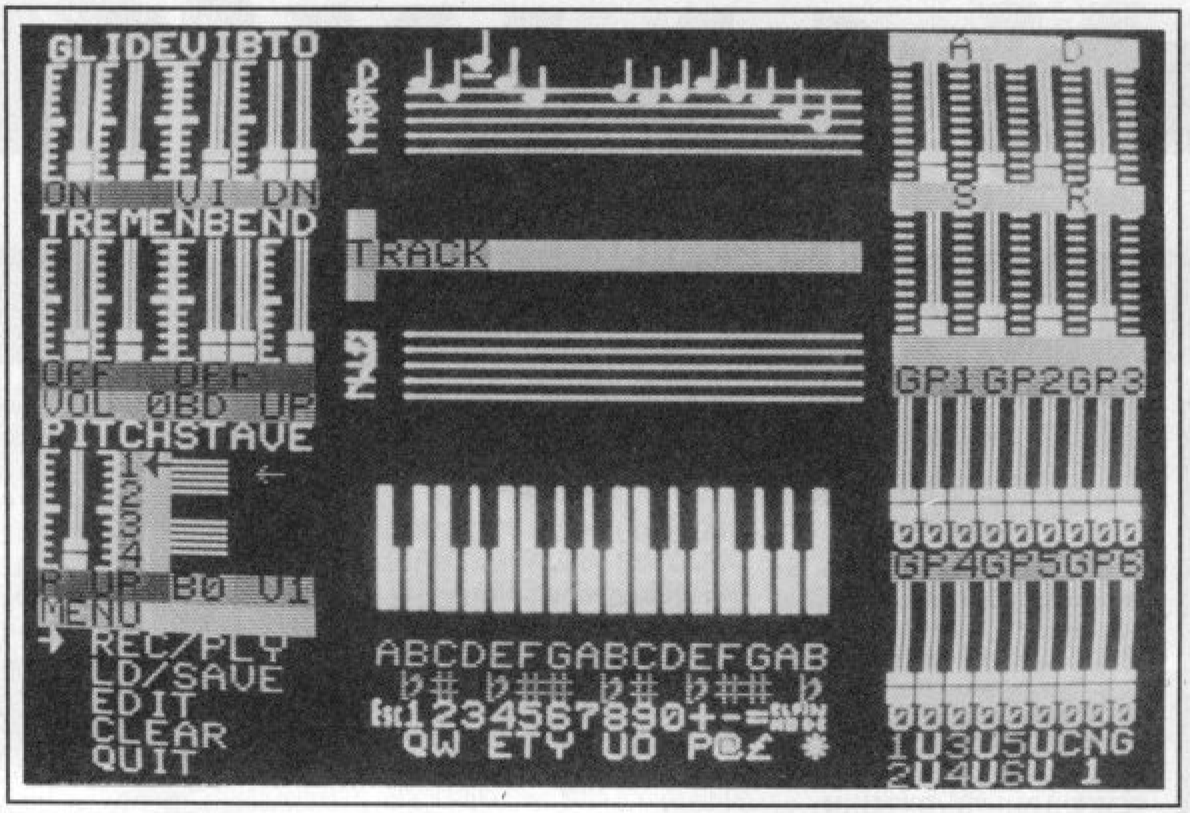
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▲ Slider controls give the feel of a real synthesiser panel. In playback mode, the notes scroll along the stave

NOTEWORTHY

Tynesoft's Music Synthesiser

reviewed by Fred Reid

Who says there are no synth packages for the 16 and Plus/4? There is now, courtesy of geordie software house Tynesoft – aan it's oonly a tenner, pet.

Although the C16's musical capabilities are somewhat modest, it is still above to produce a wide variety of complex sounds and noises. Up to now though, much of the C16's sound capacity has been well and truly out of reach of the likes of you and me. Tynesoft's *Music Synthesiser* package is undoubtedly what C16 owners have been waiting for!

The package is cassette based, and at under a tenner, shouldn't hurt your pocket too much. However, loading takes around ten minutes, a bit of a drag but it gives you enough time to put the kettle on before ploughing into that symphony you've been meaning to write!

When loaded, you'll see a schematic of a piano keyboard in the centre of the screen. Pressing a key on the computer's keyboard flashes a grey blob on the appropriate piano key.

The computer's keyboard is arranged so that the top row of keys ('1' to 'DEL') play the white notes, while the next row down plays the black notes. This seems a bit irrational to me, I would naturally expect the black notes to be above the white notes. Still, perhaps they see things differently up there in geordie Land!

You can record your music, one voice at a time, and up to 304 notes (over 2000 on the Plus/4) can be stored on each stave. You'll need to tape your foot in time to the music though, there's no metronome to guide you!

On playback, the notes appear on the stave as they are played while the whole stave scrolls across the screen. Once you have written your masterpiece, you can edit it to correct any minor mistakes.

Editing is somewhat limited, you can alter the pitch and length of each note, even insert and delete notes, but you can't repeat blocks or copy from one stave to another! The stave notation is rather tacky too, no key or time signature, or barlines!

Another disappointment, all the notes appear on the stave the same length, the system totally ignores musical protocol and assigns each note a length value. That value is directly proportional to the length of time you held the key down (a value of 2030 lasts for one second). This means you have no control of the overall tempo, and you'll need a bit of mental arithmetic to deal with things like dotted quavers and the like!

Your compositions can, of course, be saved to cassette for future playback, or for use in your own programs.

Thankfully, the sound editor is a definite improvement over the composer. Most of the functions are controlled by on-screen faders, worked by the cursor keys, simulating a real synthesiser control panel. A whole variety of functions can be controlled: glide (portamento), vibrato, tremelo, pitch bend, ADSR etc. The program also includes a six step dynamic filter to help you produce some really weird noises! The best way to get to grips with the sound editor is to experiment (if all else fails, read the manual).

The manual is brief, cassette-sized, and 12 pages long and you'll have to read it carefully if you want to get the most out of the package. A fair amount of sound theory is explained, although I still found some areas of the package a little grey even after using it for several hours! There is some useful info hidden away at the back of the manual.

To be fair to this package, you must take several factors into account; the C16 is not particularly well endowed musically, and it's not got a lot of memory to play about with! The only real grumbles I have is the lack of proper stave notation and more seriously, the lack of a metronome to help you keep time! Still, Music Synthesiser does do what it says it will do, no more, no less, and is currently number one in a field of one!

- **Music Synthesiser**
- **C16 and Plus/4**
- **Unit 3, Addison Industrial Estate Blaydon Tyne and Wear Tel: 091 515 4611**
- **Price: £9.95 (cass)**



Tried & Tested

TESTED

Play to WiN

• 64 POKES

Hints and Tips

Welcome back – hope you all got some great games for Christmas. We've pulled out the stops this month to get some red hot pokes to help you crack them. Get typing.

Hints and tips

SCOOBY DOO

1) Place Scooby Doo into the tape deck and rewind to the beginning.
2) Type LOAD (RETURN) and then press "PLAY" on the tape deck.
3) When the READY prompt appears type in:
POKE 1010,76 (RETURN)
POKE 1011,248 (RETURN)
POKE 1012,252 (RETURN)
Now type RUN (RETURN) and the second part will now load.
4) When the computer resets type in:
POKE 816,167 (RETURN)
POKE 817,2 (RETURN)
POKE 2095,76 (RETURN)
POKE 2096,248 (RETURN)
POKE 2097,252 (RETURN)
Now type SYS 2061 (RETURN) to load part 3.
When the computer resets you can type in any of the following pokes:
To knock out sprite to sprite collision but still let you kill the ghosts
POKE 7450,96 (RETURN)
or to make all the ghosts disappear type:
POKE 8346,96:POKE8604,96 (RETURN)
and to start the game type
SYS 2560 (RETURN)
Andy and Jonny Grifo, Worsley, Manchester.

BOULDERDASH CONSTRUCTION KIT (GAME)

POKE 22216,234 (RETURN)
POKE 22217,234 (RETURN)
POKE 22218,234 (RETURN)
Unlimited lives.
SYS22969 to START GAME.
(Note: Type in the Pokes before you load any cave.)

ANTIRIAD

POKE 43144,234 (RETURN)
POKE 43145,234 (RETURN)
Something won't happen to Tal's stamina.
POKE 43156,234 (RETURN)
POKE 43157,234 (RETURN)
Something won't happen to the Armour.
SYS32777 to START GAME.

PANTHER

Load and reset type
POKE 15324,234
SYS 4096
The game will restart but for the first three levels the aliens will not attack, instead they rush to the left hand side of your radar.
M Sykes, Barnsley.

1942

Type in the pokes from the December issue but just before you type SYS 2640 type these pokes in to give your joystick autofire if it doesn't already have it.
POKE 3198,234 (RETURN)
POKE 3199,234 (RETURN)
now type SYS 2640 (RETURN)

PSYCASTRIA

Here's more evidence of lovelorn programmer Gary Parit's obsession. It's a cheat for *Psycastria*. When on title screen, hold down keys I.L.T.D.N. (I Love Tracey Dianne Nicolson), then "enter cheat code" should appear on the screen. Type in "the voice". Cheat mode operative then comes up. Start the game and you're invincible.
Dave Hollingsworth, Scunthorpe, South Humberside.

PAPERBOY

Type in this program and save it to tape or disk and then type RUN (RETURN)

```
10 REM Knockout II by
   Andy Crifo
20 PRINT CHR$(147)"NOW
   TYPE LOAD (RETURN) "
30 FOR A=300 TO
   356:READ B:POKE
   A,B:NEXT
40 DATA 169,76,141,242,
   3,169,248,141
50 DATA 243,3,169,252,
   141,244,3,76
60 DATA 13,8,169,167
   141,48,3,169
70 DATA 2,141,49,3,169
   208,141,38
80 DATA 8,169,32,141,39,
   8,169,96
90 DATA 141,43,8,169,123,
   141,45,8,0,256
```

Now type run (RETURN) and type LOAD (RETURN) and press play when the prompt appears TYPE SYS 300 (RETURN) when the prompt appears again type SYS 318 (RETURN)

XEVIOUS

Load the game and then reset the computer and type in one of the following, for infinite lives:
POKE 5605,76 (RETURN)
POKE 5606,31 (RETURN)
POKE 5607,22 (RETURN)
or for a set number of lives,
POKE 5363,lives (RETURN)
and to start the game type
SYS 5000 (RETURN).

Play to WiN

• 64 POKES

SPACE HARRIER

SPACE HARRIER
Reset the computer and type.
POKE 14212,96 : A VERY FAST GAME
or/and
POKE 5834,234
POKE 5835,234
POKE 5836,234

SYS 2128 starts the game.
Ben Wood
Worthing, West Sussex.

TRAILBLAZER

POKE 17973,234 (RETURN)
POKE 17974,234 (RETURN)
POKE 17975,234 (RETURN)

TERRA CRESTA

I've written a very short tape cheat loader for this game because it may not be restarted after a reset.

1. Type in the following program and run it

```
1 REM
2 REM TERRA CRESTA
  CHEAT BY Z.KELEMEN
3 REM
4 FORI=53229TO53256:
  READA:POKEI,A:
  NEXT:SYS53229
5 DATA198,157,169,0,
  162,1,168,32,186,255,
  32,189,255
6 DATA32,213,255,169,
  208,141,146,4,96,
  206,59,18,76,3,1
```

2. Insert the tape original and press play on tape. The program will load and start automatically.

You will now have unlimited lives.
Z Kelemen,
Tyresö, Sweden.

GLIDER RIDER

POKE 28568,234 (RETURN)
POKE 28569,234 (RETURN)
POKE 28570,234 (RETURN)
POKE 29054,234 (RETURN)
POKE 29055,234 (RETURN)
POKE 29056,234 (RETURN)
Unlimited bombs.
POKE 29154,0 (RETURN)
Unlimited energy.
SYS32871 to START GAME.
Alexander Andelkovic,
Norsdorg, Sweden.

LIGHTFORCE

For unlimited lives load game as normal. Reset your 64 and type:—
POKE 14235,234
POKE 14236,234
POKE 14236,234
SYS 2061
The game will run as normal but you will never run out of lives.
Steven House,
Andover, Hants.

All these Pokes require a full reset before you can use them:

GALVAN

POKE 30602,234 (RETURN)
POKE 30603,234 (RETURN)
POKE 30604,234 (RETURN)
Unlimited lives.
SYS12288 to START GAME.

CAMELOT WARRIORS

POKE 23730,234 (RETURN)
POKE 23731,234 (RETURN)
POKE 23732,234 (RETURN)
Unlimited lives.
SYS16384 to START GAME.

FLASH GORDON (JUNGLE)

POKE 25903,234 (RETURN)
POKE 25904,234 (RETURN)
Unlimited time.
SYS12288 to START GAME.

GAUNTLET

Load the game and then reset the computer and type in one of the following. To stop the nasties attacking you type:
POKE 48621,96 (return)
or to stop the nasties from killing you type:
POKE 49009,96 (return)
and to start the game type:
SYS 32768 (return)
Andrew Grifo,
Manchester M28 5QG.

AVENGER

POKE 6418,234 (RETURN)
POKE 6419,234 (RETURN)
POKE 6420,234 (RETURN)
POKE 6444,234 (RETURN)
POKE 6445,234 (RETURN)
POKE 6446,234 (RETURN)
POKE 6476,234 (RETURN)
POKE 6477,234 (RETURN)
POKE 6478,234 (RETURN)
Unlimited energy.
SYS11924 to START GAME.

BREAKTHRU

POKE 6604,234 (RETURN)
POKE 6605,234 (RETURN)
POKE 6606,234 (RETURN)
Unlimited cars.
SYS12616 to START GAME.

CAPTURED

POKE 17831,234 (RETURN)
POKE 17832,234 (RETURN)
POKE 17833,234 (RETURN)
Unlimited lives.
SYS13562 to START GAME.

LEGEND OF KAGE

For unlimited lives simply enter this poke.
1 Load the game
2 Reset the computer
3 Type POKE 13611,96: SYS2344

PAPERBOY

It is possible to obtain "99" bonus units by first of all matching up "3" bonus units. Then you break a subscribers window. At the end of the level you should get a "10,000" point bonus.
Richard Bourne,
Sligo, Eire.

POWERBALL C16

Load game, then press reset.
POKE8712,234
POKE8713,234 for infinite
POKE8714,234 lives & time
POKE8715,234 starts at 200.
POKE8717,255 adds 100 to time every time you die. (But when time reaches 990 you keep on dying).

To start game, type SYS5751.
Roy Robinson, Hornsea.

As we mentioned last month, the Alleykat pokes that we printed had a byte missing.
Line 110 should read,
110 DATA 32,108,245,169,192,141,245,3
There was also an error in the Trapdoor poke, it should have read:
POKE 14914,96 (RETURN)
SYS 14336 (RETURN)

Play to WiN

JET SET WILLY II

SECRET PASSAGES

Level One
Jumping up from the Top Right platform in Rescue Esmerelda will bring you into the Attic. Jumping at the Top Right Wall from the silver poles in the Emergency Generator will bring you into the bottom right hand corner of Rescue Esmerelda.

Level Two
In West of Kitchen, at the top left are about 7 single platforms on top of each other. Jumping up these will send you into The Banyan Tree.

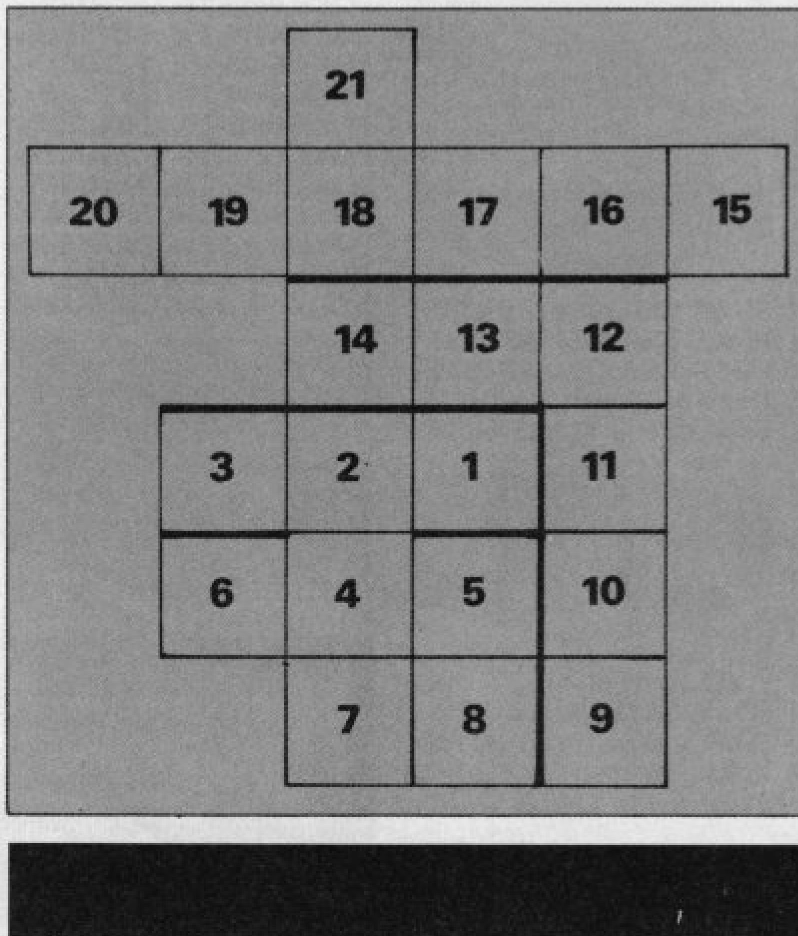
Level Three
In Loony Jet Set, dropping through one of the gaps at the bottom will send you onto one of the top platforms in that screen.

Level Four
By existing the Main Lift Q via the left, you will come into the Ship's Computer. By leaving the Main Lifts, you will go to the Defence System. This automatically places you on the top right platform in the Photon Tube. If you arrive at the Defence System from the Ship's Computer, running down the stairs will take you to the Photon Tube. When you are on the bottom platform in the Photon Tube, jumping up-left will bring through the top of Beam Me Down, Spotty.

USEFUL TIPS

On Levels 3 and 4, you do not have to pick up every object. You do have a set number to collect but objects in difficult places you can leave there. In certain rooms, there may not be ladders or stairs leading up but if there are platforms, you can jump into these higher screens. If you jump from A Bit of Tree up to Under The Roof, there will be no platforms for you to jump on so you will have to fall back down. In doing this, you will lose all your lives. In other words — DON'T JUMP BETWEEN THESE TWO SCREENS (left side).
If you reach Nasties from the Sewer Entrance, there will be no way to get past. You will have to go back. It is best, therefore to enter Nasties from In the Drains. If you take the object in the Sewer Entrance, there will be no way to get out, so make sure that this is your last object to collect. The well and Dinking Water have no objects — they just lose all your lives for you so don't enter. To travel in the lifts:
GOING UP — Keep jumping as the lift gets higher.
GOING DOWN — Just stay on the lift until it lets you drop off.
NB: You don't have to start the game on Level 1 — you can play any level separately!

You can't go wrong with Jet Set Willy so here's our map produced with the help of Jason Shergold of Hornchurch in Essex, that'll help you solve the second C16 version in no time at all.



Level 1.

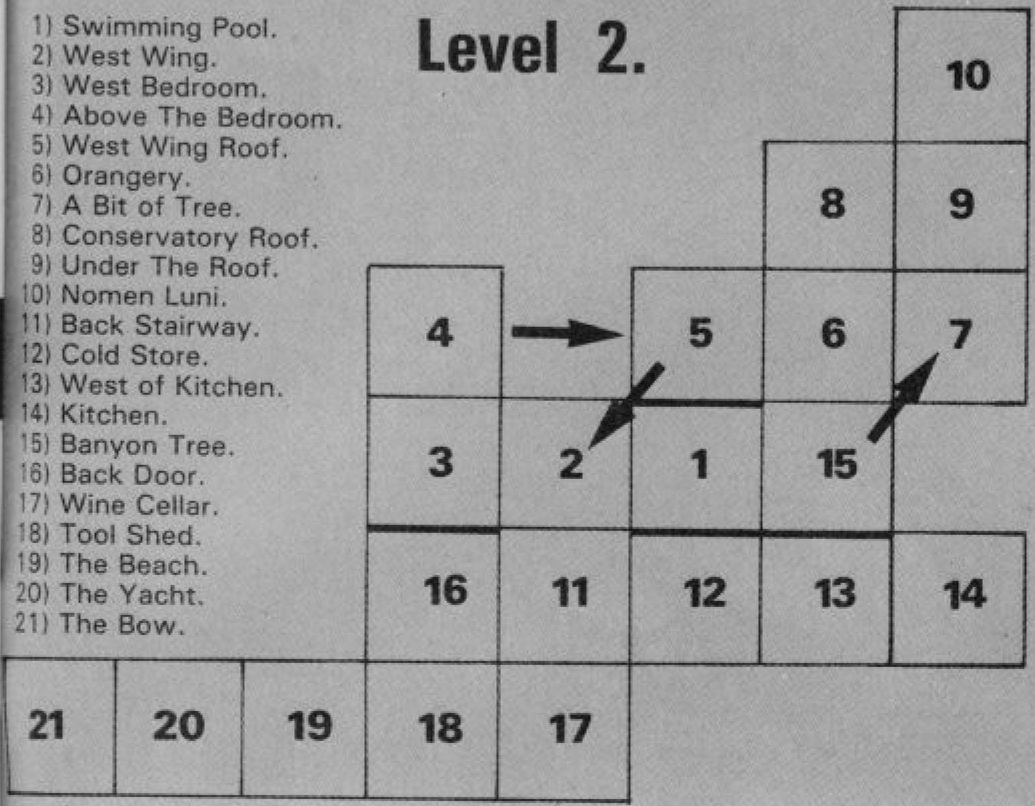
1) Bathroom.
2) Top Landing.
3) Master Bedroom.
4) First Landing.
5) Chapel.
6) The Nightmare Room.
7) Main Stairway.
8) Ballroom West.
9) Ballroom East.
10) East Wall Base.
11) Halfway up the East Wall.
12) Priests' Hole.
13) Emergency Generator.
14) The Attic.
15) On Top of the House.
16) Rescue Esmerelda.
17) I'm Sure I've seen this before.
18) We must perform a Quirkafleeg.
19) Up on the Battlements.
20) On The Roof.
21) Watch Tower.

JET SET WILLY II

C16

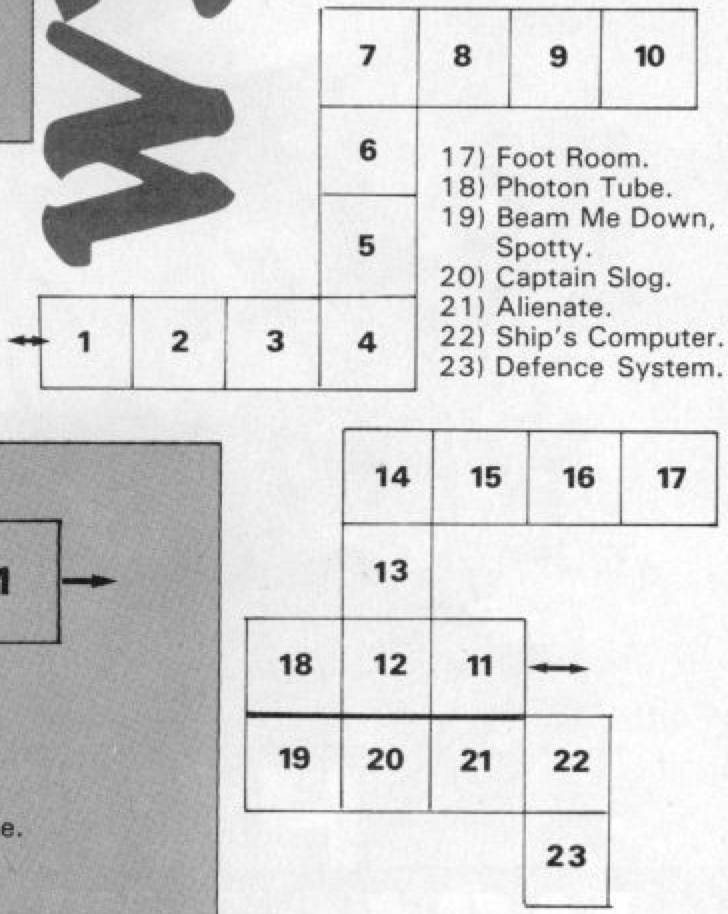
Level 2.

1) Swimming Pool.
2) West Wing.
3) West Bedroom.
4) Above The Bedroom.
5) West Wing Roof.
6) Orangery.
7) A Bit of Tree.
8) Conservatory Roof.
9) Under The Roof.
10) Nomen Luni.
11) Back Stairway.
12) Cold Store.
13) West of Kitchen.
14) Kitchen.
15) Banyon Tree.
16) Back Door.
17) Wine Cellar.
18) Tool Shed.
19) The Beach.
20) The Yacht.
21) The Bow.

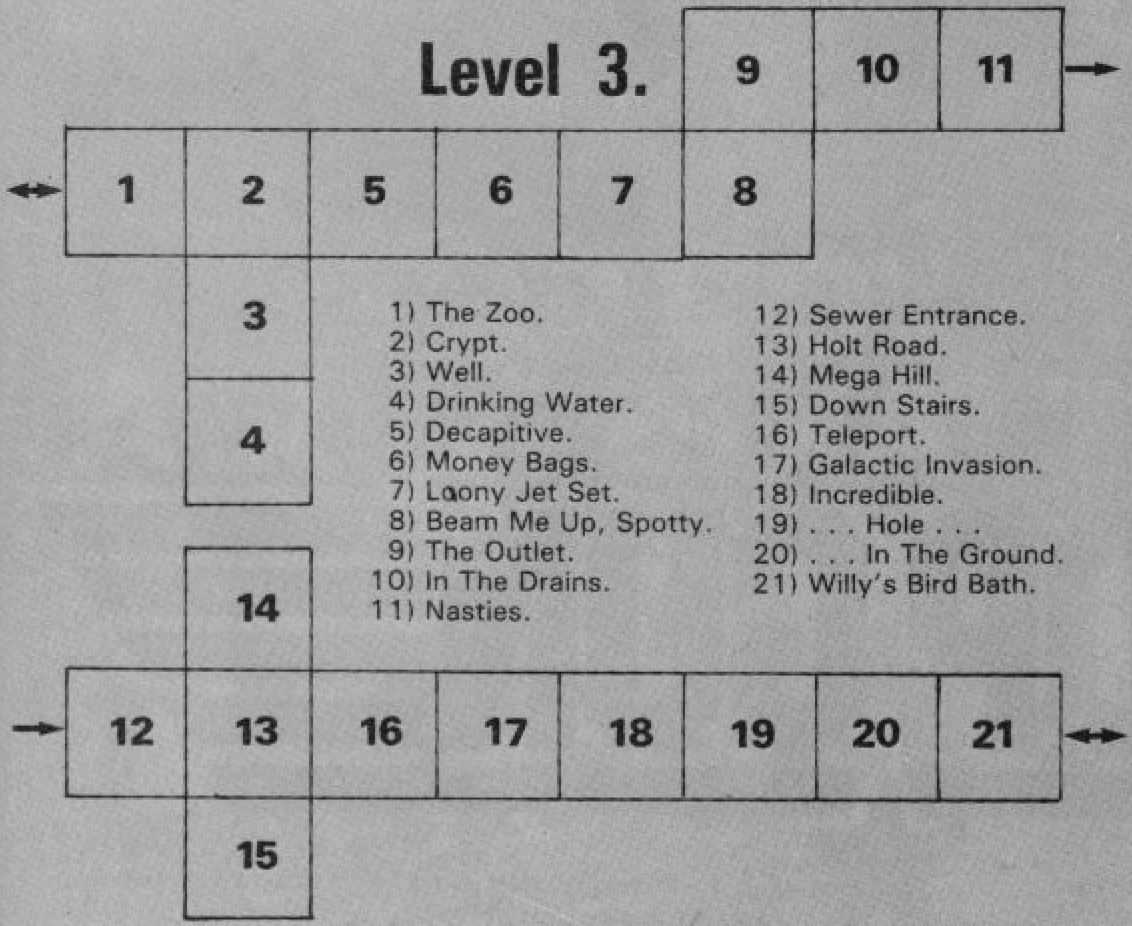


Level 4.

1) Docking Bay.
2) Starship.
3) Aye Appen.
4) Shuttle Bay.
5) The Trouble with Tribbles.
6) Someone Else.
7) Things In Space.
8) Banned.
9) Flower Power Source.
10) Star Drive.
11) Garden.
12) Main Lifts.
13) Main Lifts.
14) Main Lift Q.
15) Phaser Power.
16) Sickbay.
17) Foot Room.
18) Photon Tube.
19) Beam Me Down, Spotty.
20) Captain Slog.
21) Alienate.
22) Ship's Computer.
23) Defence System.



Level 3.



1) The Zoo.
2) Crypt.
3) Well.
4) Drinking Water.
5) Decapitive.
6) Money Bags.
7) Loony Jet Set.
8) Beam Me Up, Spotty.
9) The Outlet.
10) In The Drains.
11) Nasties.
12) Sewer Entrance.
13) Holt Road.
14) Mega Hill.
15) Down Stairs.
16) Teleport.
17) Galactic Invasion.
18) Incredible.
19) . . . Hole . . .
20) . . . In The Ground.
21) Willy's Bird Bath.

Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.



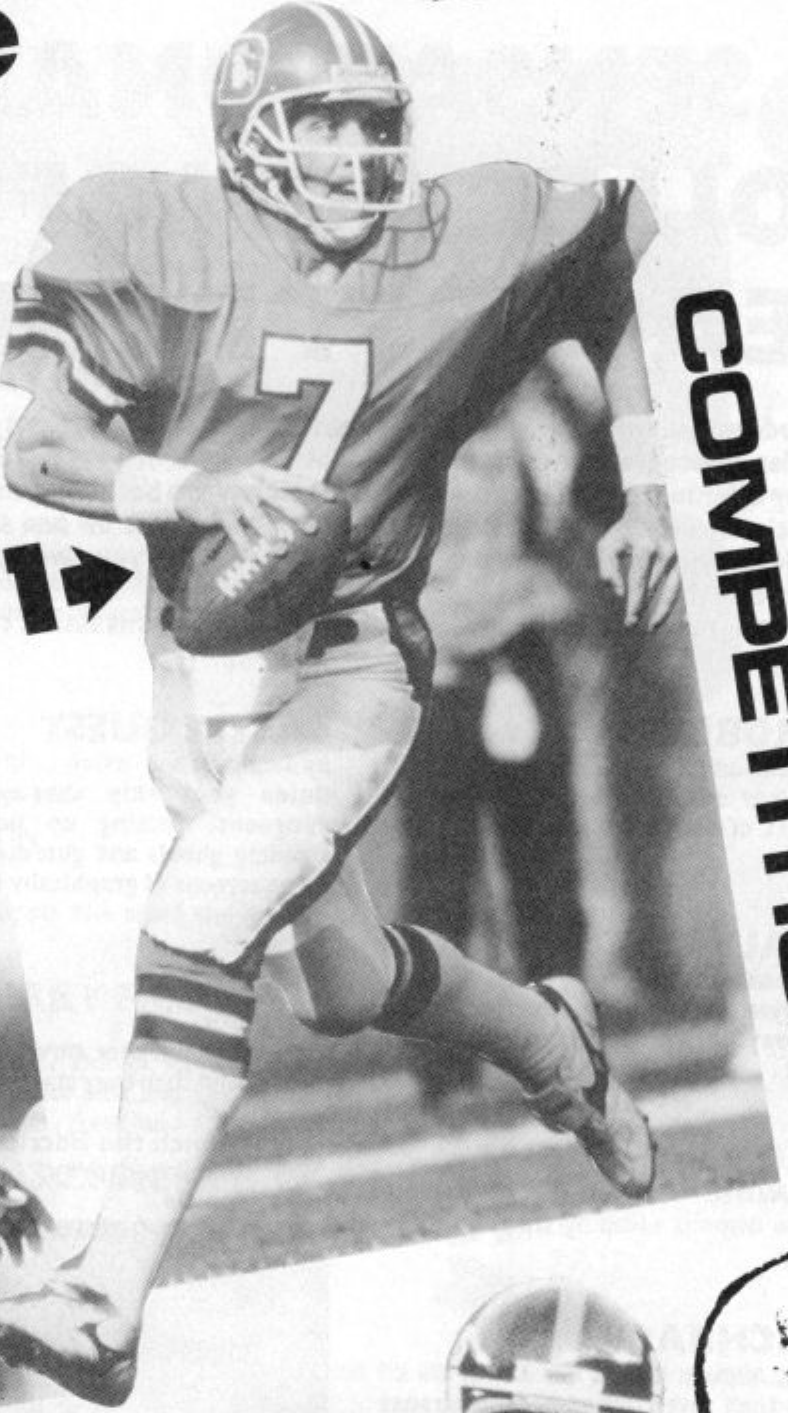
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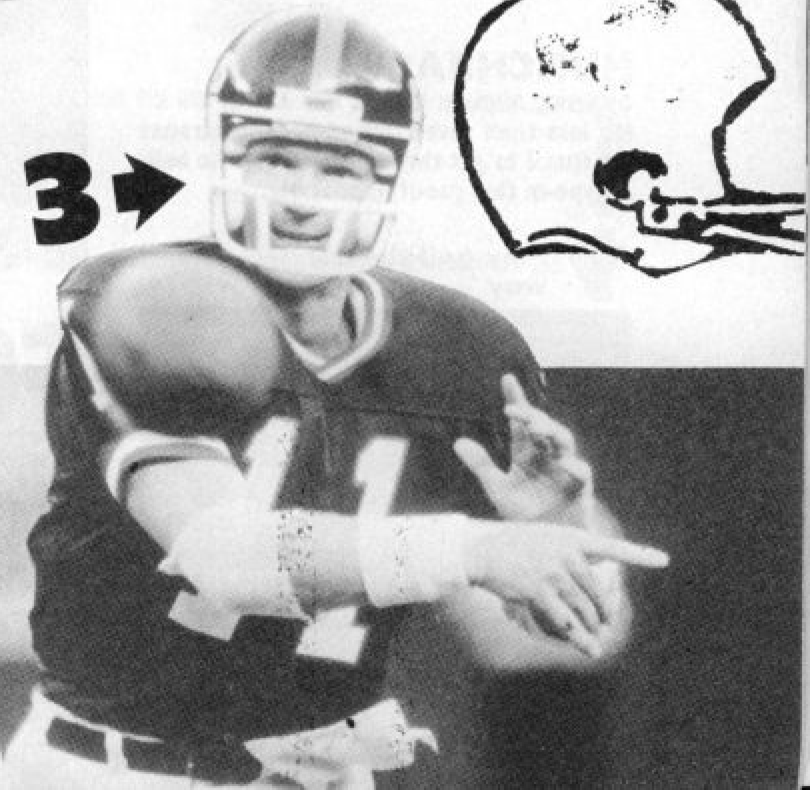
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CU PRESENTS

TASTY

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This classic collection gives you nine 64/128 programs on one side, and nine 16 and Plus/4 on the other. Did you struggle to type them in when they first appeared? Did you give up in abject despair? Your worries are over, just load them up and start playing.

So which great type-ins have we carefully selected for this classic collection?

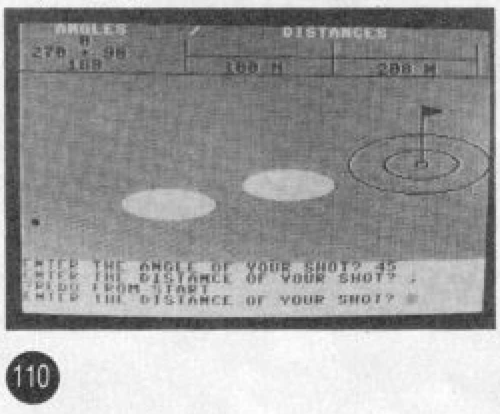
ASTROBELTS
by S Wilson and K Higgott
Guide your ship through an increasing onslaught of asteroids. How for can you get?

PENALTY SHOOT-OUT
by Stephen Rushin
Two-player action. Send the goalie the wrong way? Will he punch your shot over the bar?

DEMON BREAKOUT
by Bob Metcalf
Stop the demons escaping from the fiery dungeon.

HUNCHBACK
by Sandy Munro
No less than seven action-packed screens for Quasi to get through and ring the bell. A type-in this good? Impossible.

Play golf the C16 way



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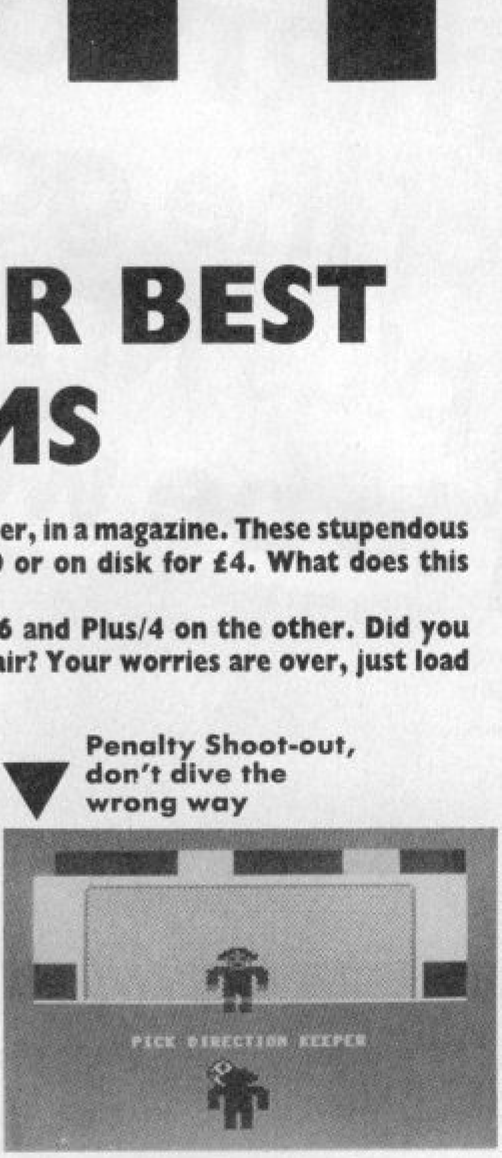
CHOPPER
by A Smith
Guide your chopper through labyrinthine mazes. And then they start to shake.

Munch the berries in Strawberry Fields



FOR THE 64/128

Penalty Shoot-out, don't dive the wrong way

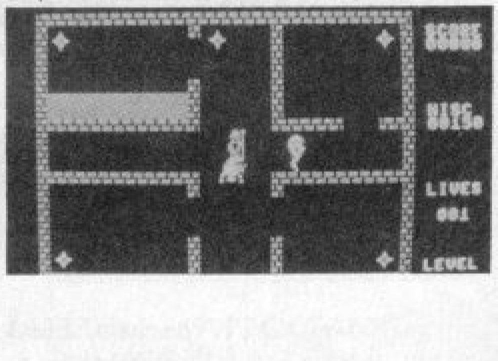


MUSIC KEYBOARD
by Malcolm Laurie
Great synth program gives you full control over ADSR, filters, voices and octaves.

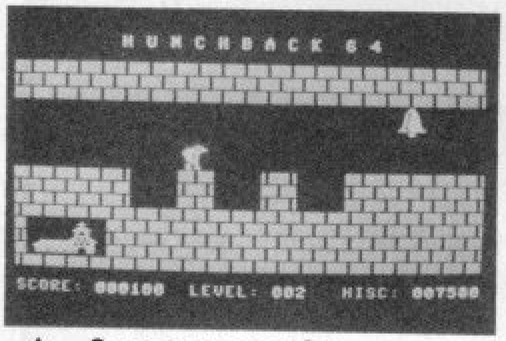
TORPEDO
by Neil Cooper
Your sub lies in wait, hidden under the waves, ready to blast the convoy.

CHRISTMAS EVE
by Sandy Munro
Help Santa by steering through the maze in your power-sleigh. Collect presents whilst zapping the demons.

Castle Quest — one of our classics

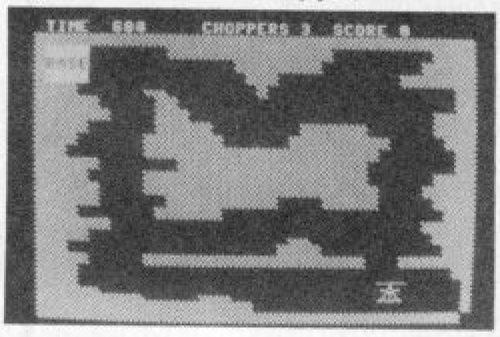


TYPE-INS FOR THE C16 & PLUS4



Seven screens for Quasi to negotiate — dong

Test your flying skills with Chopper



CRAZY MAKER
by David Goodfellow
Three crazy puzzles to drive you batty.

GOLF
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Get the tartan trousers out and make for the first tee.

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Original two-player fun. Steer your line away from your opponent's and the border.



Three crazy puzzles to drive you barmy

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by Paul Tomasi
Impress your friends, turn your computer into a clever little keyboard.

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TUNNEL
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Guide your ship down a cavernous obstacle-filled tunnel.

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by G Vance
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STRAWBERRY FIELDS
by Frank Bingley
One of our classics. Munch strawberries whilst avoiding snake pills and the snake itself. Great graphics, great fun.

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TOMMY'S SPECIAL

Tommy's been getting sackfuls of letters from distraught C16 and Plus/4 owners who want to know how to make objects move around in their games. Well, you need to use UDGs (user-defined graphics) and Tommy's just the man to show you how, in the first of our occasional series of Tommy Specials. Why does Tommy always make it sound so easy?

UDG'S on the C16 and Plus/4

Let's start by explaining the initial steps. The normal character set is situated in ROM and this contains the data which defines how each character is displayed on the screen. However, it is the TED chip which actually controls the display of the characters. If we therefore tell the TED chip to get the character information from somewhere else, eg RAM memory, then we can put our own definitions into the area of RAM that the TED chip has been redirected to.

It may be that you don't want to replace the entire character set, but the limitation is that the TED chip can only look at one character area; you can't have some from ROM and some from RAM. If you want existing characters as well as your own then you must copy the full character set into RAM before altering it.

How do you do it? First, you must reserve an area of RAM, then copy the data from the ROM. **Example 1** shows how to do this for 128 characters. In case you want reversed characters as well, don't worry. The TED chip can carry out the action of reverse video on existing characters; you don't have to store them separately.

```
10 POKE55,0:POKE56,60:CLR
20 POKE1177,62:REM ALLOW PEEK FROM ROM
30 FOR L=0 TO 1023
40 POKE15360+L,PEEK(53248+L)
50 NEXT L
60 POKE1177,63:REM ALLOW PEEK FROM RAM
70 POKE 65299,60:REM SET CHAR SET ADDR
80 POKE 65298,192:REM READ CHARS FROM RAM
```

EXAMPLE 1

Defining the Characters

So that the TED chip can display the character on screen, each character is defined by a set of 8 'bytes' of data; 64 'pixels' in total. **Figure 1** shows how the letter 'A' is defined — each filled in block representing a **1** (pixel on) and each blank representing a **0** (pixel off). The total for each 'row' is added up using the values shown in **Figure 2.** The 8 numbers that result are then held in memory in sequence, starting from the top.

To define your own character, use a blank 8x8 grid and fill in all those points which you want to show on the screen. Then calculate the 8 numbers and write them alongside the grid.

An example of a smiling face is shown in **Figure 3** and the code to replace the letter **A** with the face is shown in **Example 2.** After typing in both **Examples 1 & 2** as a single program and running them, every time you type the letter A, the face will appear instead.

EXAMPLE 2

```
100 FOR L=0 TO 7
110 READ CH:POKE15368+L,CH
120 NEXT L
130 SCNCLR
140 END
150 DATA 60,66,165,129,165,153,66,60
160 REM POKE65299,208:POKE65298,196 WILL REVERT
170 REM TO NORMAL CHAR SET
```

Obviously, trying to define all 128 characters is going to be rather difficult, so decide how many new characters you want and then replace only those standard characters that you don't actually need (remembering of course to make a note of which character prints what!). **Example 3** shows the code needed to replace the first 10 characters of the 128 including the necessary DATA statements.

Animating Your Characters

Having defined your UDGs, you may want to move some of them around. There are two ways of doing this;

CU TECH TIPS

TOMMY'S SPECIAL

EXAMPLE 3

```
100 FOR AD=0 TO 9
110 FOR BT=0 TO 7
120 READ CH:POKE16304+(AD*8)+BT,CH
130 NEXT BT,AD
140 DATA 64,96,112,255,255,127,0,0
150 DATA 0,31,100,228,255,255,31,31
160 DATA 0,0,128,120,252,248,128,224
170 DATA 1,1,1,7,15,127,127,63
180 DATA 64,64,64,240,248,255,255,254
190 DATA 16,84,56,254,56,84,16,0
200 DATA 255,153,153,255,255,153,153,255
210 DATA 255,173,173,255,255,173,173,255
220 DATA 60,60,60,255,255,255,255,255
230 DATA 0,0,0,24,24,60,126,255
```

EXAMPLE 4

```
400 GETC$:C=ASC(C$)
405 PX=X:PY=Y
410 IF C=0 THEN 460
420 IF C=17 THEN GOSUB 1000:GOTO460
430 IF C=29 THEN GOSUB 1020:GOTO460
440 IF C=145 THEN GOSUB 1040:GOTO460
450 IF C=157 THEN GOSUB 1060:GOTO460
500 GOTO400
1000 Y=Y+1:IF Y>23 THEN Y=23
1010 RETURN
1020 X=X+1:IF X>37 THEN X=37
1030 RETURN
1040 Y=Y-1:IF Y<18 THEN Y=18
1050 RETURN
1060 X=X-1:IF X<1 THEN X=1
1070 RETURN
```

cursor keys or a joystick. In this month's Tommy's Tips I have included a routine to use a joystick to move a character on the hi-res screen, so I shall concentrate here on using the cursor keys with the text screen. Both methods can be interchanged, but the C16 does not have sufficient memory to allow both a hi-res screen and UDGs (this would not be a problem for users of the Plus/4).

Any routine written in Basic is not going to be fast, but it is important that you understand the principles behind movement. The Basic routines can then be replaced by faster m/code routines later on. The first thing to realise is that the cursor key return ASCII values like any other keys. All you have to do is recognise which key has been pressed and then move the character in the correct direction.

Example 4 shows a routine to read the keyboard and alter the X and Y co-ordinates of the character. By doing this, the same code can be used in a loop to print the character on screen, oly the variables change to alter the position.

Using Your UDGs in a Game

In most programs UDGs will be used in two ways; to build up the background (ie static) and to represent moving objects. By combining some of the pre-defined Commodore graphics characters, especially in the static designs, you can save yourself a lot of work. You can also combine a number of UDGs into a single string and move the whole string around, although this will be slightly slower than moving a single character.

Example 5 shows the extra code needed to build up a simple background scene and then move a string (jet) across the screen. A second string (tank) can also be moved by the use of the cursor keys, while the SPACE BAR acts as a FIRE button. Type in **Examples 1, 3, 4 & 5** together to get the full example

TOMMY'S TIPS

program. I leave it to all you budding programmers to add such refinements as sound effects etc!

Extending UDGs

The examples given here have only covered the use of single colour characters. UDGs can be made multi-coloured as well, but since the standard character set is not designed for multi-colour mode it means a lot more work. Characters have only half the effective horizontal resolution in multi-colour mode (ie 4×8) since it requires two points to represent each colour. You can also use extended Colour Mode which allows the use of 4 colours for background, but at the cost of only 64 characters being available.

Both of these, and other ideas, are covered in detail in the C16/Plus 4 Reference Book, published by ANCO. At £7.95 this is a must for anyone who wants to play around with UDGs in earnest. Happy Gaming!

EXAMPLE 5

```
250 SCNCLR
260 CHAR 1,6,8,"I    H    H    I    H    H":PRINT
270 PRINT"       F H G    G    FI    F    G"
280 PRINT"       F F G    G    FF    F    G"
290 PRINT"       F F G    G    FF    F    G"
300 PRINT"       F F G    G    FF    F    G"
310 PRINT"(GRN)(35 CBM/Y KEY)(BLACK)"
320 AX=2:AY=5:X=10:Y=20
330 TK$="CD"
340 PL$="@AB"
350 CHAR 1,AX,AY,PL$
435 IF C=32 THEN GOSUB 1100:GOTO 460
460 CHAR 1,PX,PY,"   "
470 CHAR 1,X,Y,TK$
475 PX=AX
480 AX=AX+1:IF AX>36 THEN AX=2
485 CHAR 1,PX,AY,"   "
490 CHAR 1,AX,AY,PL$
495 IF EX=1 THEN CHAR 1,X,6," "
1100 CHAR 1,X,6,"(RED)E(BLACK)"
1110 EX=1:RETURN
```

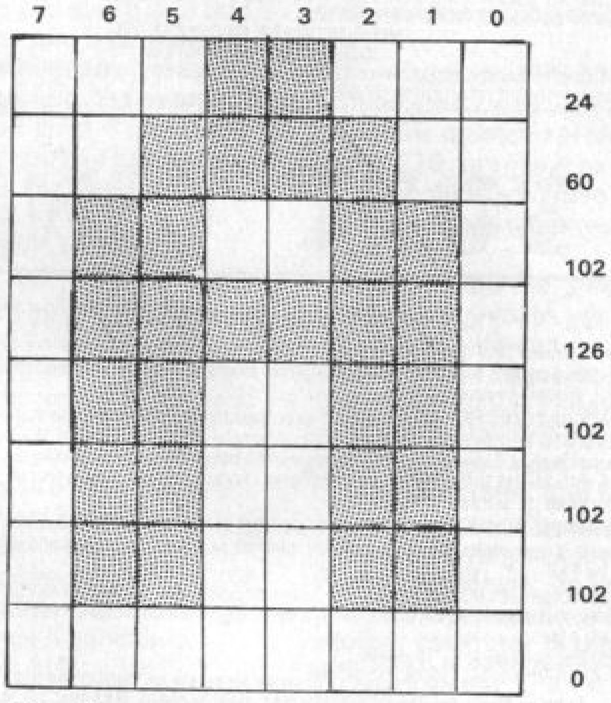


Figure 1

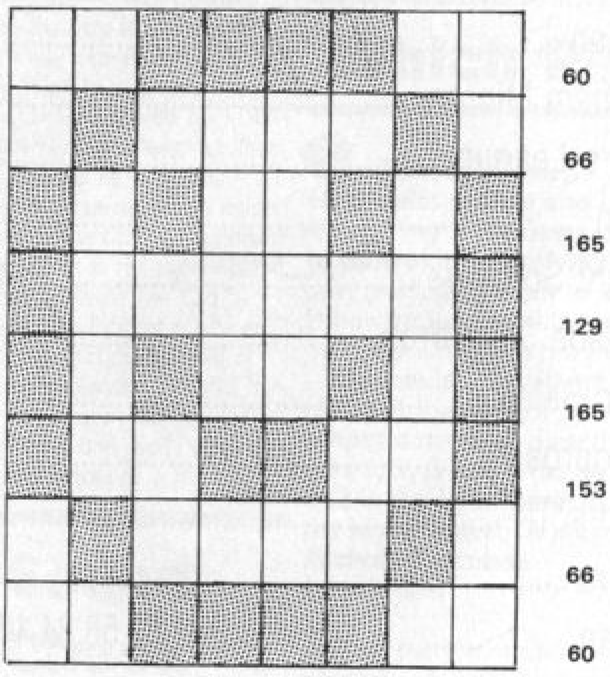


Figure 3

posn:	7	6	5	4	3	2	1	0
value:	128	64	32	16	8	4	2	1

Figure 2

UDG'S on the C16 and Plus/4

AD INDEX

TOMMY'S TIPS

Arrays

I've been having what might be called problems in trying to load and save arrays to/from tape on my C16. I have written a sound program which puts a treble line into the array +% and a base line into b%. It works well until I get to trying to load and save the arrays. I've tried print # and input #, but, either they just don't work, or they take far, far too long.
J. Murrell, Durham.

Without seeing *how* you have used PRINT# and INPUT# it is difficult to suggest why they don't work since they are the commands you would expect to use. The following examples show how to save four items from an array onto tape and then load four items off tape into the array again. When you say they take far too long, it really depends how many items you are saving; tape storage is not fast!

```
10 DIM A(4)
20 FOR L=1TO4
30 READ A(L):NEXT
40 DATA 14,24,56,75
50 FOR L=1TO4:
   PRINTA(L):NEXT
60 PRINT"ARRAY NOW
   FULL OF DATA"
100 REM SAVE ARRAY
110 OPEN1,1,2, "DATAFILE"
120 FOR L=1TO4
130 PRINT#1,A(L)
140 NEXT L
150 CLOSE1
160 PRINT:FOR L=1TO4:
    A(L)=0: PRINTA(L):NEXT
170 PRINT"ARRAY NOW
    EMPTY"
180 PRINT:PRINT"REWIND
    TAPE TO START"
190 INPUT"THEN PRESS
    RETURN";D$
200 REM LOAD ARRAY
210 OPEN1,1,0, "DATAFILE"
220 FOR L=1TO4
230 INPUT#1,A(L)
240 NEXT L
250 CLOSE1
260 PRINT:FOR L=1TO4:
    PRINTA(L):NEXT
270 PRINT"ARRAY NOW
    FULL AGAIN"
280 END
```

Descenders

I have an MPS 801 printer, and I was wondering if there is a cheap, preferably under £10, program or word processor that will give the letters that should have, true descenders.

Also I am not the greatest programmer, could you tell me how to auto-run my programs in 128 mode on the Commodore 128. I know that in 64 mode you just press shift run/stop. I read your mag every month and I think that you personally do a good job sorting out the readers problems. Do you think it's worthwhile getting another computer to play with as well as keeping my 128?
Allan Gibbs, Manchester.

There are two ways round your problem, but neither of them is under £10! *Font Factory* will print files produced on a normal wordprocessor program as 'graphics', so that a number of different fonts, including one with descenders, can be specified. It is produced by Impex Software Ltd and costs £20. Unfortunately, it is only available on disk, so no use if you don't own a drive.

However, also for £20 you can get a replacement ROM for your MPS 801 printer. This is easily fitted and gives a choice of four fonts, one of which has descenders. It is obtainable from Datel Electronics and is called *Printer IV*. For ease and speed of use I would personally recommend the latter anyway.

As for auto-running programs on the 128, it was probably assumed by Commodore that most 128 owners would have a disk drive, since they changed the default device number on the SHIFT RUN/STOP from 1 to 8. Pressing these keys on the 128 now loads the first file on the disk, instead of the cassette.

If you want to auto-run a program to stop anyone seeing the code etc, then you can do this by LOADing it from another program: eg **100 LOAD"filename",1.** However, if all you use the auto-load for is to save a few key depressions then any solution is going to mean more work than just LOAD, followed by RUN!

Finally, why do you want another computer besides the 128? You already have three computers inside the one box which can do everything from play games to run sophisticated business applications. The 128 probably has the biggest combined software base (including CP/M) of any machine except the IBM PC! If you have any spare cash, why not buy a disk drive and really open up your existing machine?

Sound Check

The sound on my 64 is fine on two of its voices but on one it just gurgles or at best makes thumping noises. I have only noticed it recently as the newer games all use three voices. It may have been at fault since new (3 years ago) or is it the programs, which I doubt.

Therefore, is there anything I can do or will it require major surgery? I was also thinking of buying the Sound Expander system and would this problem affect it?
Victor Love, Co Tyrone.

It is unlikely to be the programs, so it is more likely that there is a fault on the sound chip. Test the machine first by trying the small test program at the end and if it fails to sound clearly on all three voices then you will have to send it off to be repaired. If there is not a local dealer who has his own workshop then a company like Mancomp will do the job (but remember to get a quote first if they don't offer a fixed price repair!). Certainly, a fault such as this will show up when using most sound programs although the Sound Expander may not suffer a problem since it generates its own sounds.

```
10 S=54272: FORL = STOS
   + 24: POKEL,0: NEXT
20 POKES+24,15
30 FOR S=54272
   TO54286STEP 7:
   PRINT"VOICE";
   ((S-54272)/7+1)
40 POKES+5,9:
   POKES+6,132
50 POKES+1,25:
   POKES,177
60 POKES+4,33
70 FORL=1TO750: NEXTL
80 POKES+4,32
90 FORL=1TO250: NEXTL
100 NEXTS: POKE54296,0
```

Which Pins

I am doing an electronics project and I was wondering if it was possible to control it through my 64's user port. All I want to know is how to turn on the various output switches in the port.

Also could you tell me which pin(s) of the control ports are output and which directions pins 1, 2, 3 and 4 (as on page 152 in the User manual) of the joystick are. Thanks.
Michael Richmode, Lancashire.

The User port is controlled by two addresses; the port itself is at address 56577 while the Data Direction Register (DDR) is located at 56579. The DDR is the register which determines which pins on the port are outputs and which are inputs. Each pin on the port is controlled by the corresponding 'bit' in both addresses with a 1 in the DDR setting the pin for output and a 0 for input; eg to set all 8 pins for output you must set all 8 'bits' in the DDR to 1 by **POKE 56579,255**. If you only want pins 0-3 for output and pins 4-7 for input then you would use **POKE56579,15** etc.

TOMMY'S TIPS

TOMMY'S TIPS

Once you have set the DDR then you access the port using the Boolean operators AND and OR to set, unset or read particular pins.

To turn outputs ON, use the following:

POKE56577,PEEK(56577) OR(2↑X) where X is the number of the pin (from 0-7). To turn a pin OFF, use the following:

POKE56577,PEEK(56577) AND(255 – 2↑X).

To read an input pin use:

A = PEEK(56577AND(2↑X).

The result will be A>0 if there is no voltage on the pin (ie 0v) and A=0 if there is a voltage (ie 5v), even though this might seem the wrong way round.

As for the joystick ports, these are not strictly I/O ports in the same way as the User ports, since they respond to connection between pin 8 (0v) and pins 1-4. They can therefore only be used as inputs in the form of 5 switches per port (pin 6 is the FIRE button). The inputs can be read from bits 0-4 in addresses 56321 (joy 1) and 56320 (joy 2) in the corresponding pin order (pin 6 is bit 4). Use the same method as for the User port to read the inputs, with A=0 corresponding to a switch being closed (ie the pin is connected to 0v).

Don't forget that if you intend driving any electronic devices using the User port there is a maximum limit of 100mA (total) and the I/O chips can be damaged by over-voltage or shorting-out. For driving anything requiring greater current you must use buffer ICs or relays.

Scramble

I am having problems with a program I am trying to write.

I have a C64 and I'm trying to get the program to print out the word 'COMMODORE' from its scrambled form 'DOOMCREMO'. But the program prints out the letters at random and some twice — (e.g. COODOCROD). Could you help?

J. R. Brown, Leicester.

The problem of finding a single given word from the jumbled letters is much more complicated than you think. I am sure it will come as something of a shock to you to realise that, disregarding for the moment any repeated letters, there are no less than 362,880 combinations of a nine-letter word. Even taking repeated letters into account, there are over 15,000 unique combinations of the letters in the word *COMMODORE.* You also need to ensure that each letter is taken only once per 'word' and that you try all possible combinations.

Even if I had room to print a program to do it, it could take about 2-3 hours to run in the worst case before finding the right combination. (If you just used the 'brute force' approach to try all 360,000+ combinations it could take about 33 hours!).

If you just wanted to check whether the scrambled letters *could* form a valid word (which is already known) then **program 1** will do that.

It checks each letter in the scrambled word and checks if that letter appears in the target word somewhere; if it does then it deletes that letter from the target and scores 1. If the final score equals the target word length then you have a match.

```
10 DIM A$(9):SC=0
20 READ TG$
30 FOR L=1T09:
   A$(L)=MID$
   (TG$,L,1):NEXT L
40 INPUT"ENTER
   SCRAMBLED
   LETTERS";CG$
50 IF LEN(CG$)<>LEN(TG$)
   THEN150
60 FOR L=1T09
70 C$=MID$(CG$,L,1)
80 FOR J=1T09
90 IF C$=A$(J) THEN
   A$(J)=CHR$(0):
   SC=SC+1:J=9
00 NEXT J,L
20 IF SC<>LEN(TG$) THEN
   150
30 PRINT"LETTERS MATCH
   TARGET WORD"
40 END
50 PRINT"LETTERS DO NOT
   MATCH TARGET"
60 SC=0:GOTO30
70 DATA "COMMODORE"
```

Tip for Tommy

I have a Commodore 128 and have found out that if I try to save sprites to tape after doing them on Sprite Definition by typing BSAVE, the prompt "Device not Present" appears.

Fortunately I have discovered that this can be done without doing this. So, for all the Commodore 128 owners, here is how to save sprites to cassette from Sprite Definition mode.

First design the Sprites and then when you are ready, enter the machine code monitor by pressing F8. Then type S"Sprites",1',0E00,0FFF and return. Press play on cassette. Your Sprites are now saved.

To load them back, enter machine code monitor again and type L"Sprites",1,$0E00. Then they will be back.

Chris Wemyss, Notts.

The reason that you get the 'Device not Present' message is that the BSAVE command is only for use with a disk drive; it defaults to Device 8. Thanks for your tip though, but don't forget that you can also load the sprites direct from a BASIC program without having to go into the monitor. This can be done by the following code:

```
10 IF X=1 THEN 30
20 X=1:LOAD
   ">FILENAME<", 1,1
30 REM BASIC PROGRAM
   STARTS HERE
```

Joystick port

I have had a Plus/4 for 7 months and I still do not know a routine to control the joystick in my own programs.

I would be grateful if you could tell me a short program to control say a ball or a character.

Tim Price, Oxon.

This is typical of a number of queries I have had regarding the use of a joystick on the C16 and Plus/4. The following short program will allow the joystick to move a character around the screen. Note that you

TOMMY'S TIPS

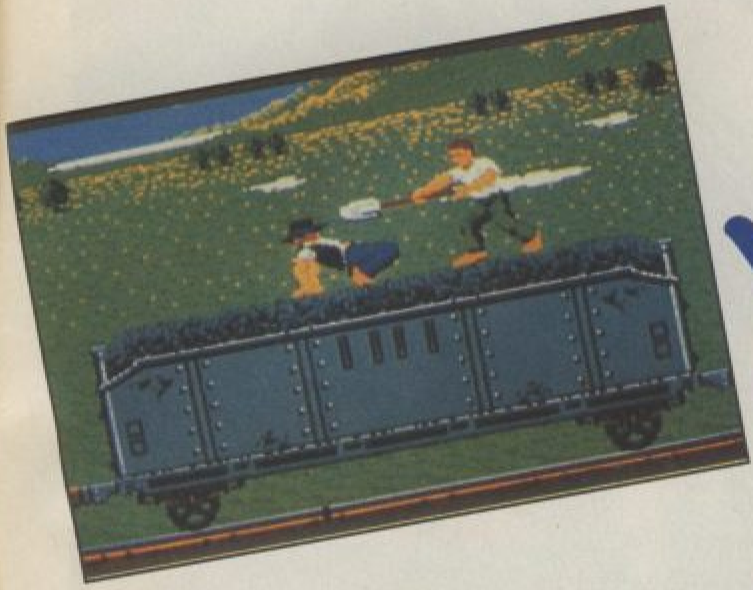
could capture a drawing with GSHAPE and move it around in the same way, using SSHAPE instead of the character string. However, this will be slower.

```
 10 GRAPHIC1,1
 20 X=20: Y=12: A$="Q"
 30 CHAR 1,X,Y,A$
100 REM JOYSTICK LOOP
110 A=JOY(1);
    IFA=0THEN110
120 IFA>127THENA=A-
    128: GOSUB300:
    IFA=0THEN150
125 X0=Y:Y0=Y
130 ON A GOSUB
    200,200,220,220,
    240,240,260,260
140 CHAR 0,X0,Y0,A$
150 CHAR 1,X,Y,A$
160 GOTO110
200 Y=Y-1:
    IFY<0THENY=0
210 IF A=1 THEN RETURN
220 X=X+1: IFX>39 THEN
    X=39
230 IF A<4 THEN RETURN
240 Y=Y+1: IFA>24
    THENY=24
250 IF A<6 THEN RETURN
260 X=X-1:
    IFX<IFX<0THENX=0
270 IF A<8 THEN RETURN
280 Y=Y-1:
    IFY<0THENY=0
290 RETURN
300 IFA$="Q" THEN
    A$="W": RETURN
310 A$="Q":RETURN
320 REM CHANGES A$ IF FIRE
    BUTTON PRESSED
```

NOTE: ***Q*** **= SHIFT Q**
W **= SHIFT W**

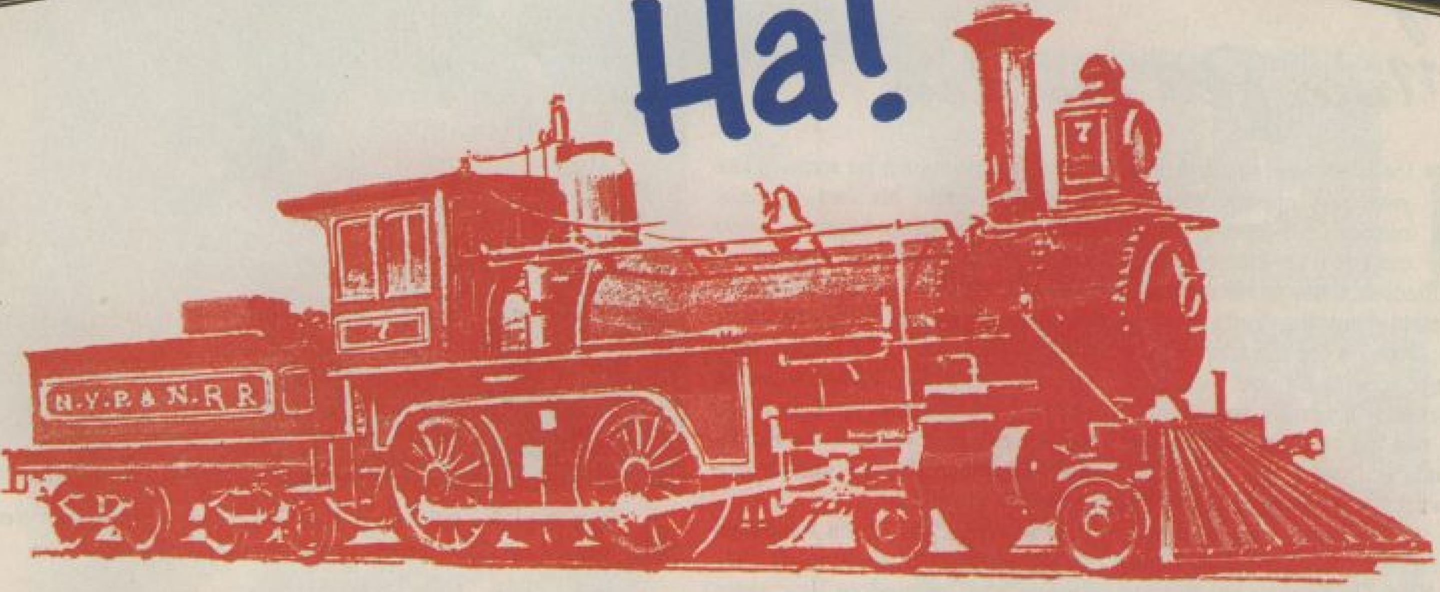
TOMMY'S TIPS

NEXT





Yee Ha!



Shucks pardner. Times were when a man could expect aliens in his computer game. Honest games, where a man was a man and an alien an alien. These days bad guys are low down gangsters, darned injuns, and other no good varmints. (That's engough cowboyspeak, Pattenden, I'm taking over this Next Month page now. Ed) Don't miss our full colour review of Express Raider — US Gold's latest coin-op convert, in our March issue.

C NEXT MONTH U

Screen Scene

Tenth Frame — the bowling sim from the Leader Board team, Thalamus' latest shoot 'em up Delta, Bomb Jack II, several cheapos, and for C16 owners there's Footballer of the Year, and Way of the Tiger, Danger Zone from Code Masters and all the latest from Mastertronic.

Play to Win

Gonna have to be secretive here again. There's a big map a'commin — but you'll just have to wait and see what it is. No secret that we'll have hints and tips on Dragon's Lair II, though.

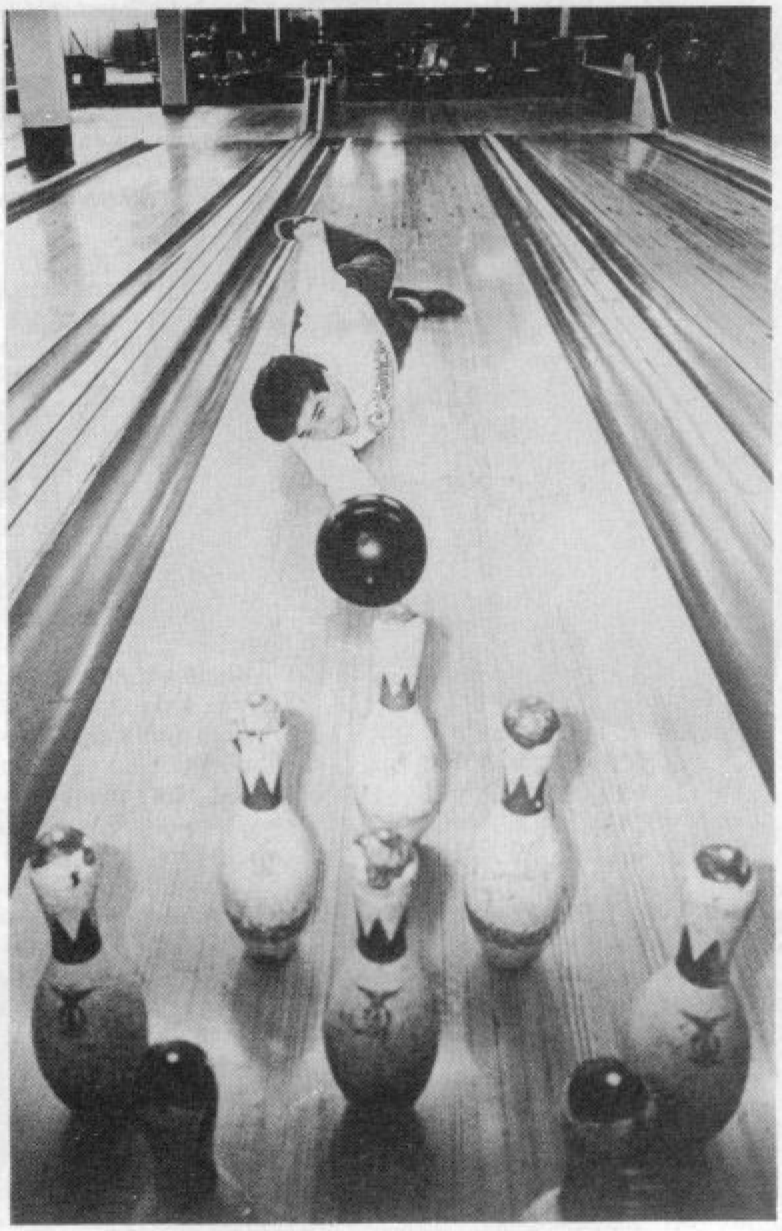
Type-Ins, Into the Valley, Super Compo's, Hot Shots, Buzz and all your favourites.
Yours for a pound from all good news agents and some not so good ones as well. On sale Feb 26.

C NEXT MONTH U

MONTH

Hot Shots

By Mike Pattenden



▲ US Gold's Richard Tisdall is bowled over to receive the Golden Cockroach Award

Nice to see you again. A new year, new opportunities for rumour and gossip. No I can't do it any more. My New Year's Resolution was to tell the truth, and nothing but the truth. Wait a minute, I always tell the truth. That's all right then. It's on with the Muckraker as my trusty typewriter is known and out with the juicy stories that Santa sent me.

● I'll start with an event known as the **InDin**, an exclusive charity dinner organized in the London's Hilton Hotel. Naturally Hotshots was there to record the event, (and for a good freebie as well.)

With the glitterati assembled and well troughed the evening entered its lighthearted phase with a routine from impressionist Rory Bremner. Then there were some silly awards which the judges thought were amusant. They all had witty titles like Acquiring Independent Distribution Services (AIDS geddit? What a hoot).

The real low-point of the night was the bidding to raise money for the software industry's new pet charity, the **NSPCC**. All very noble, and indeed everything went very philanthropically until US Gold got in on the act. They offered a flying lesson to the highest bidder. With bidding going slowly Amazon Woman, **Anne Brown**, head of Centresoft, wife of US God's Don Geoff Brown, leapt to the attack, haranging an astonished audience. Software company bosses were openly bullied and embarassed as Anne gushed on about "babies dying". Hotshots cringed under the table in embarassment gripping his wallet tightly whilst others blanched under fire from Anne's conscience which blazed away wildly. Dozens fell, hit where it hurts most — the pocket.

It was all too much for some. When questioned about his own financial position in front of two hundred people Virgin's **Nick Alexander** stormed out of the dinner. Others sidled out quietly and I found several in the bar after making a run for it. Two tables were found to have started tunnels when the waiters began to clear up. One of the waiters was discovered to be Activision's Marketing Manager waiting for a chance to sneak out.

Afterwards many of the assembled throng headed gratefully to 22 Park Lane where **Commodore User** along with C&VG and Sinclair User, had hired out the disco. Never have I seen people actually relieved to pay £3.50 for half a bottle of Carlsberg and the opportunity to dance away the night on a dancefloor the size of a pocket handkerchief.

Fortunately our own works do went with much more of a swing as we gathered for a fancy dress party at the gruesomely trendy **London Dungeons**. I went as George Michael which meant I didn't have to change, but many others put in a lot of effort. There was wild partying and disgraceful behaviour among the ghoulish exhibits. Company awards were dished out with Commodore User picking up two, but Hotshots came third out of three candidates deemed worthy of being Journalist of the Year. It is a prophet's fate never to be accepted in his own town . . .

Over the water at Las Vegas' CES show everything was disconcertingly quiet. I speak not, of course, from first hand knowledge, it's as much as I can get out of the Ed to go to Birmingham. And I don't even want to go there. Anyway all was quiet on the western coast with many of the major American Software companies staying at home.

Only Wild Bill's Microprose braved the floor whilst the likes of Activision were at exotic locations like the exclusive Desert Inn. Firebird went for the coolest location. The Carry Grant suite in the Dunes Hotel. Biggest news of the whole show was ex-Beyond man **Francis Lee**, who now works for Ariolasoft's Starlight Software branch. He managed to clean out a local casino for $1,500. What a card sharp he's not coming round to any of my sessions!

Finally we come to the time-honoured Hotshots Awards for 1986.

The award for the *Company Most Dedicated to Screwing Up Commodore User* is won outright by **Elite**, for regularly dropping us in it at the last possible moment. Will be known from now on as the **Wilcox Memorial Award.**

The *Annual Bermuda Triangle Award* for games that disappear without trace, goes appropriately to the Virgin Challenger game.

The *Vince Pinner Services to Sexism in Industry Award* goes to crafty Dave Martin of Martech for **Sam Fox Strip Poker.**

The *Arthur Daley Dodgy Software but a Good Earner Award* to US Gold for **World Cup Carnival.**

The Second Annual *Golden Cockroach Award* for a game with the most bugs is carried away by US Gold for **Gauntlet** which is damn nearly incompleteable. Fist II came pretty close.



lėvi'athan (lĭvəi·ăþăn). ME.
[a. L. (Vulg.), a. Heb. *livyāthān*. Ult. origin unkn.]
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